

# LUCASFILM

## FAN CLUB

ISSUE #22 (SPRING '94)

\$2.50-U.S., \$3.00-CAN

**SPECIAL  
STAR WARS  
ISSUE!**





## MAGAZINE #22

SPRING 1994

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Issue #22, Spring 1994. The Lucasfilm Fan Club Magazine (ISSN 1041-5122) is published quarterly for \$9.95 per year by The Lucasfilm Fan Club, Inc., 537 Olethe St., Suite C, Aurora, CO 80011 USA. Second-class postage paid at Aurora, CO, and other additional mailing offices. POSTMASTER: Send address changes to The Lucasfilm Fan Club, P.O. Box 111000, Aurora, CO 80042. Text copyright ©1994 Lucasfilm Ltd. All Rights Reserved. Photos ©1994 Lucasfilm Ltd. All Rights Reserved. Printed in the USA. Reprint or reproduction in part or in whole is strictly forbidden. One year subscription rates: \$9.95/u.s., \$12.00/can., \$21.95/int. Single copies of the latest issue are available for \$3.00 pp. Rates are subject to change without notice.

# Rebel rumblings

Send us your *Star Wars* or *Indiana Jones* comments, letters, artwork and photos for publication in *The Official Lucasfilm Fan Club Magazine* to: Reader's Comments, c/o The Lucasfilm Fan Club, P.O. Box 111000, Aurora, CO 80042 (USA).

...I received my first fan club magazine today. It was truly amazing! I enjoyed the article on Jeremy Bulloch and look forward to my future issues.

I was six years old when the *Star Wars* saga began and, at 22, I am still a fan for life. *Star Wars* changed my life. I grew up playing with the toys and now I watch the movies on video and I have read Timothy Zahn's books, which are true to the *Star Wars* name. Because of George Lucas' unique vision, he became an inspiration for me. I will be majoring in film at college, and I hope to one day make the kind of films that he has. As I look to the future of *Star Wars*, it looks very bright.

Trent Tarpley, College Park, GA

...I received my first Lucasfilm magazine. I was terribly excited and just wanted to thank you for making a wonderful magazine. I was also impressed by the writing. In issue #21, I read the letters and wholeheartedly agree that Mark Hamill should play Anakin Skywalker. He is very talented. I would enjoy seeing him in another *Star Wars* movie.

I am 14 years old and I've rediscovered *Star Wars* for myself. I'd like to congratulate the men and women who put together these movies, books, etc. They are extremely talented and imaginative. One of my many dreams is to be an extra in a *Star Wars* movie. It may never happen, but one never knows! Thanks again for making my universe so much bigger!

Claire Pahody, Kirkwood, MO

...I wanted to let Lucasfilm know how thankful I am that they have allowed companies (like Kenner, Bantam, Dark Horse, Just Toys, Galoob and others) to produce *Star Wars* products that, in the last two years, have brought *Star Wars* back to life!

First, there was the incredible *Dark Empire* comic-book series, then Timothy Zahn's ultimate trilogy of our heroes' further adventures. I dropped a line to author Kevin Anderson telling him how much I liked his book *Jedi Search*. He answered my question personally. I was excited to hear from such a busy person.

I have heard that the fan club is going to print an interview with Carrie Fisher. She is really neat. I just finished reading her new book, *Delusions of Grandeur*. It was

better than *Postcards from the Edge*. I know Carrie worked on a *Young Indy* episode, so why not have her write a book for the *Star Wars* universe?

I love your new magazine format! Having a section for LucasArts, a section for Dark Horse and so forth is a great idea! Your last cover was great! Where did the picture come from?

Leslie J. Stratford, Leverett, MA

Dear Leslie: The art was produced exclusively for last issue's cover by Los Angeles-based artist Jason Palmer whose work appeared in the first series of Topps *Star Wars Galaxy* trading cards.—Ed.

...I am 13 years old and am a Lucasfilm Fan Club member. I love it! It is great to know that I am not the only *Star Wars* freak in the world.

Sometimes I feel like I'm the only one. Friends tease me for being obsessed with *Star Wars* and all the actors, especially Mark Hamill. But I don't care, because *Star Wars* changed my life in a very big way. I was born in 1981, so I was alive only when *Return of the Jedi* came out. I envy people who got to see those



movies in the theaters, and I always ask my father what it was like and what he felt like when Darth Vader said, "No! I am your father." I started liking *Star Wars* two years ago, so I never got to collect any figures when I was younger. Now that new books have come out and the new prequels are scheduled to come out, I am so thrilled! I can't wait to see my first *Star Wars* adventure on the big screen. I read the letters in the last issue suggesting that Carrie Fisher and Mark Hamill be cast in the prequels, and I strongly agree with them. I would love to see some of the *Star Wars* actors work together again.

My thanks to George Lucas for changing my life in such a big way. He hardly knows any of his fans personally, but he should know that we are all very grateful to him. *Star Wars* is not just a movie to me. It's not just my favorite movie. It's something I try to live my life by. Anyone knows that when they see the posters on my wall.

Nanci Schwartz, Port Orange, FL

...I'm very impressed with issue #21. I simply love the new format. With articles such as the Jeremy Bulloch interview, in-depth reviews of LucasArts projects, Lucas-



film's *Latest* and the *Dark Horse* article, to name a few, the new magazine is outstanding!

The interview with Kathy Tyers caught my attention. She mentioned that she dedicated *Star Wars: The Truce at Bakura* to John Williams, which leads me to inquire: Will George have him write the musical scores for the upcoming prequels? I hope he does because I love the startling jolt the main theme sends up my back while the title scrolls across the screen.

David Lawrence, Cromwell, IN

*Dear David: It's too early to say whether John Williams will write the musical score for the new Star Wars films. George Lucas is also a Williams' fan and we're sure he will be considered when the time comes to choose a composer.—Ed.*

...After reading Philip Plunkett and Doreen Crawford's comments in the last issue, I must ask: When are you going to interview Carrie Fisher? Ms. Fisher released her third novel, and although it is not science fiction, it is still a great accomplishment. I am sure there are many fans who would like to catch up with Ms. Fisher.

And what about Harrison Ford? He was just voted Star of the Century by NATO—now that is something! I am just getting anxious waiting for more *Star Wars* films, novels, memorabilia or whatever. Perhaps for *Star Wars*' 20th anniversary, the fan club magazine will have an extra-special issue with Mark Hamill, Carrie Fisher and Harrison Ford. What an issue that would be!

Anyway, you are doing a fantastic job, so keep up the great work. *Star Wars* is still my number-one grossing film of all time, no matter what the statistics say. May the Force be with you!

Kimberly Hawk, San Gabriel, CA

*Dear Kimberly: Next issue your wish will be granted; look for an interview with Carrie Fisher. Harrison Ford was featured in our new sold-out issue #7. However, with a new Indiana Jones film on the horizon, you can be assured that another interview with Harrison will appear in the near future.—Ed.*

...When I was 11, I saw *Return of the Jedi* with my friend and my brother. After the movie was over, I stared around the room in a daze—I saw everything in a new perspective. The next day I knew I was hooked. I ate, drank and slept thinking about *Star Wars*. Soon after, I saw all three movies in order. A while after that, I purchased all three films in their letterbox edition. I can't wait to see the prequels. My friends and I are really excited about them.

Some people may ask, "What makes *Star Wars* so special?" And we can tell them, "It was made for all those people who need some refuge away from this sometimes cold and cruel world. To go to a place where you can relax, let your imagination run free and have fun." I hope someday I, too, will have a part in making a movie that's as wonderful as *Star Wars*.

Kara Piazza, Sugar Grove, IL

...I have seen the Darth Vader and stormtrooper masks for sale in your catalog. Why has no one ever made a Boba Fett mask? Despite his minor role in the movies, Boba Fett remains one of the most popular *Star Wars* villains. So how about it?

I think Boba Fett deserves a little more merchandise. After all, if the greatest *Star Wars* bounty hunter doesn't deserve it, who does?

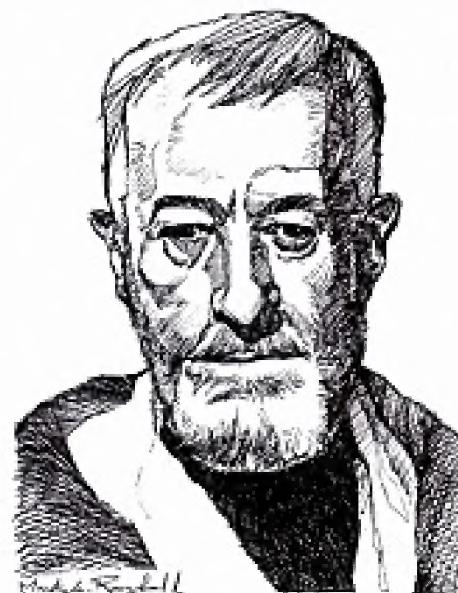
Jeremy Ethridge, Williston, SC

*Dear Jeremy: Thanks for your letter. We'll look into the possibility of producing more Boba Fett merchandise.—Ed.*

...Steve Sansweet's new column is really great! I have his new book and have enjoyed reading it many times. A lot of kids collect *Star Wars* memorabilia. I am 11 years old and I do.

Bobby Reed, New Hope, PA

...Thank you! I am 21 and have been an avid *Star Wars* fan since I first saw *Empire*. My friends and family agree that if there were a label like Trekkie



**Mark A. Randall of Champaign, Illinois, sent us this drawing he did recently of Obi-Wan Kenobi. Thanks, Mark!**

for a *Star Wars* fan, that would be me. I have just received my first issue, and I am very impressed. It's great to be updated on the events concerning my favorite universe.

There have been a lot of rumors about the *Clone Wars* or the prequels to *A New Hope*, probably because the first installment can take on just about any form. In North American history, the French and Indian War was not the French versus the Indians. That's just the title the war took on. Therefore, the *Clone Wars* could mean anything.

If I could ask one question of Mr. Lucas, it would be about Luke and Leia's mother. This is the character I am most curious about. She obviously had to separate her children to save them from their father. She had to part with her son as an infant and somehow place her daughter in the royal family on Alderaan. That had to be an incredible woman! So when you get to casting, Mr. Lucas, please remember the mother. However, more than anything else, thank you for the memories. You truly are one of the greatest storytellers of all time.

Jennifer L. Riley, Whittier, CA

...I enjoyed the interview with Jeremy Bulloch/Boba Fett. Bulloch should get a chance to play a part in the new trilogy outside of his Boba Fett costume; he has those narrow-faced, world-weary, wise-man-of-the-galaxy looks that I bet the cameras would communicate perfectly.

I disagree with the fan who suggested Mark Hamill play Anakin Skywalker. This character is supposed to be very tall and I think they should cast somebody completely new. Who will play the younger Emperor or Emperor-to-be? It's got to be somebody who can be believably spookily!

Thornton Kimes, Seattle, WA

...Lucasfilm is the best company in the entertainment business. After the success of *Star Wars* and *Indiana Jones*, who wouldn't say that? I'd like to commend all the authors who diligently captured the flavor of the *Star Wars* trilogy in their books. Among my favorites are Timothy Zahn's *The Last Command* and Kevin J. Anderson's *Jedi Search*.

The *Star Wars* prequels are a great idea! I like the idea of George Lucas looking for unknowns to play Anakin Skywalker, Ben Kenobi, Mrs. Skywalker and the Emperor.

My final comment is to West End Games about their great *Star Wars* role-playing game; I'm now a Jedi Master with two Jedi trainees studying under me!

I sometimes wish Lucasfilm wasn't as great as it is. There's too much good stuff to keep track of!

T.J. Berry, Arlington, TX

...When I was four years old, my parents took me to my first movie. This movie happened to be the greatest space fantasy of all time. I liked *Star Wars* so much that my parents took me to it a second time! As soon as I had seen *Star Wars*, I was hooked.

Throughout my childhood I collected as many of the toys as possible and could often be found re-creating the movies. As I've grown older, my collection has expanded and I have come to appreciate the more subtle elements of Lucas' films. Mr. Lucas' perfect combination of special effects, humor, suspense and drama made the *Star Wars* trilogy the most beloved adventure ever. I can't thank him enough for creating a story "for a generation without fairy tales." I am now 21 and the childhood excitement returns whenever I watch these films again or a new *Star Wars* item is released. I would also like to thank The Lucasfilm Fan Club for helping to keep the *Star Wars* dream alive.

Recently, I was able to appreciate the movies again on the big screen. Thanks to Lucasfilm, Kissinger Financial Services and the Senator movie theater in Baltimore City, I, along with around 500 other fans, enjoyed the movies in the perfect atmosphere: an enormous screen that didn't cut off the sides of each scene, full stereo sound and an audience that laughed at every joke and applauded every climactic scene. By the way, proceeds from this event and others like it support various charities and support groups, which make the events particularly special.

Thanks again for maintaining the *Star Wars* dream for those of us who can never get enough, and consistently producing priceless information on the universe I dream to be a part of someday. May the Force be with all of us!

Eric B. Plummer, Arnold, MD





# straight from the horse's mouth

By Bob Cooper

Following on the heels of the just-completed *Star Wars: Tales of the Jedi* comic-book series, Dark Horse will publish a new series of "historical" *Star Wars* tales entitled *Dark Lords of the Sith* in October 1994. *Dark Lords* is planned as two separate six-issue series, co-written by Tom Veitch (*Star Wars: Dark Empire*, *Tales of the Jedi*) and Kevin J. Anderson (author of the current best-selling *Jedi Academy* trilogy from Bantam Books), with art by Chris Gossett and Mike Barreiro (penciller and inker, respectively, on *Tales of the Jedi* #1 and #2). In a nutshell, the plot of *Dark Lords of the Sith* involves Nomi Sunrider, Ulic Qel-Droma and virtually the entire *Tales of the Jedi* cast joining together to fight Dark Lord Exar Kun and his dark side army. I talked with Tom and Kevin about their collaboration.

Kevin J. Anderson's involvement in the *Star Wars* saga began while researching his *Jedi Academy* trilogy. In preparing to write the *Jedi Academy* books, Kevin read everything *Star Wars*-related he could find. He hadn't realized *Star Wars* comics tied into existing continuity until his editor at Bantam suggested that he read the *Dark Empire* series—Kevin discovered a lot of details that couldn't be ignored.

While Kevin was working on the *Jedi Academy* books, Tom Veitch was writing *Star Wars: Dark Empire II*. Kevin needed to know where Tom was going to "leave him stranded" at the end of the *Dark Empire II* story line, so the writers brainstormed to get the two series to fit together perfectly. In *Dark Empire*, events unfold that are simply too important to dismiss: Han and Leia have a third child, the Emperor Palpatine comes back to life and Luke succumbs to the dark side.

Tom and Kevin view the *Star Wars* saga as one long, involved history, so Kevin made a point of tying all of these important events into his *Jedi Academy* novels. Some of the last continuity points will be tied up in Tom's *Dark Empire II*.

*Dark Lords of the Sith* unfolded in a roundabout way. Independent of anything Tom had developed in *Tales of the Jedi*, Kevin interwove the second *Jedi Academy* novel with a story of the spirit of a long-dead Dark Jedi. Tom suggested combining Exar Kun's story with *Tales of the Jedi*, since *Tales of the Jedi* occurred 4,000 years before the film, and all they knew about Exar Kun was that he lived "sometime in the past."

Kevin suggested to Tom that he write a stand-alone issue for the *Tales of the Jedi* series dealing with Exar Kun. Tom thought this would be a good way to extend the *Tales of the Jedi* series beyond its initial five-issue run and agreed. Kevin sketched out the back story, which evolved into a three-issue story arc.

Tom got excited about the idea, and suggested they extend the scope of *Tales of the Jedi*, detailing the concept of the Dark Lords. The concept grew from a one-shot about Exar Kun into a 12-issue series entitled *Dark Lords of the Sith*, incorporating a lot of Tom's ideas about the *Tales of the Jedi* era. *Dark Lords of the Sith* wraps up all the loose ends from *Tales of the Jedi* (and then some), as well as dovetailing perfectly into Kevin's *Jedi Academy* trilogy.

Initially, Kevin wasn't sure whether it should be the spirit of a "Dark Lord of the Sith" or a "Dark Jedi." Lucasfilm preferred using the spirit of a Dark Lord of the Sith. This brings up the question, what exactly is a "Dark Lord of the Sith," and how are the Dark Lords of the Sith different from the Dark Jedi? There can only be one *Dark Lord of the Sith* at a time, as compared with the possible existence of many Dark Jedi. Each Dark Lord passes the title to another Jedi, and acts, ostensibly, as the ruler of the Sith people—an ancient race given to arcane rites and a proclivity for dark-side powers. A Dark Jedi, on the other hand, is simply a Jedi who has succumbed to the dark side of the Force. Upcoming in *Dark Empire II*, for instance, the Emperor creates an entire special unit of Dark Jedi to fight for him.

Darth Vader is referred to as a Dark Lord of the Sith in the *Star Wars* movies, but the concept of being a Dark Lord of the Sith and his role in that regard were never fully explained. Ideas concerning the Sith people and the Dark Lord's rule over them has heretofore been off limits in present-time *Star Wars* continuity. It seems that by the time of the movies, the Sith people have been hounded out of existence. Four millennia prior to the films, they were a thriving race.

Two Sith planets appear in *Dark Lords of the Sith*. On one of these planets, Exar Kun resurrects Dark Lord traditions. He travels to the Valley of the Dark Lords where he finds ancient Sith temples and artifacts, including a group of mummified Dark Lords. To make a very long story shorter, Exar Kun acquires the power of the Dark Lords (*Tales of the Jedi*'s Ulic Qel-Droma plays a major role in helping him revive the Dark Lords). A huge battle slated for the end of *Dark Lords of the Sith*, involving the Republic and all of the Jedi, takes up much of the last three issues of the series. And in the end ... we'll leave some surprises for the actual series.

Dark Horse publications currently in print, such as *Dark Empire* and *Tales of the Jedi*, can be ordered from the publisher. Call: 800/862-0052, 1:00-4:00 p.m. PST. Credit card payment is accepted over the phone. At present, Dark Horse has no subscription service.



Dark Horse will publish a new series of "historical" *Star Wars* tales entitled *Dark Lords of the Sith* this fall. The series explores the background behind the leaders and followers of the dark side of the Force.



# STAR NEWS

By Jon Bradley Snyder

*The Lucasfilm Fan Club Magazine* enlisted the talents of Jon Snyder, former editor of the now-defunct *Star Wars Generation Magazine*, to write our new "Star News" column. If you have ideas, feedback or information you would like to send him for review, please write: Jon Snyder, 2300 Market St., #23, San Francisco, CA 94114.

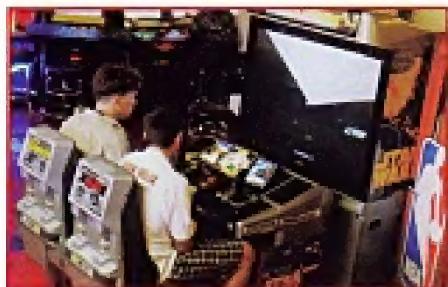
## Wookiee Burgers!

"That's a burger big enough for a Wookiee, not a burger made from a Wookiee," clarifies Doug Long, owner of the Space Port Restaurant in Edmonton, Alberta. Long, or the Space Port's Captain Doug, created a fantastic sci-fi dining experience replete with Starfleet waiters, space decor and constant science fiction films on a big-screen TV (with the ever-popular *Star Wars* Trilogy running more often than not). You can even buy Romulan Blue Ale, which makes the Space Port feel like a Trekkie sports bar. *Lucasfilm Fan Club Magazine* was particularly interested in the Wookiee burgers. "This hummer would feed a Wookiee or four hungry Betazoids," says the menu. "You better be hungry. Two 6-oz. homemade patties of Terran Beef served on a toasted Kaiser bun with hot peppers, mushrooms, bacon, three kinds of cheese and anything else we can find lying around." Doug says if you can eat two in a row with two side dishes, they're both on the house. It's only been done once. If you have a Chewbaccan appetite, head up to 12904 97th St., Edmonton, Alberta, Canada, 403/457-4633.

## Rebel Assault Selling Like Hot Cakes!

Rebel Assault, the action-packed game for PC CD-ROM, became the fastest selling CD-ROM entertainment title of all time. *Rebel Assault* sold 100,000 copies in its first week of release, 400,000 copies in its first three months and is now poised to break the half a million barrier.

The game is the first *Star Wars* title to appear on CD-ROM. The expanded memory capacity of CD-ROM allows for full-motion video as well as high-quality sound effects, an orchestral score and digitized speech. *Rebel Assault* will be available for Sega CD and Macintosh CD-ROM early this summer.



## Clinton Loves Star Wars

George Clinton, that is—the famous soul singer and founder of the popular bands Parliament and Funkadelic. It seems that Clinton, in addition to being a longtime proponent of all things spacey, is also a *Star Wars* fan. *Lucasfilm Fan Club Magazine* spotted Clinton adorned with a beautiful set of *Star Wars* bed sheets in his recent nationwide concert tour with the P-Funk All Stars. Is it any accident that one of the single most influential musicians in American popular music has an affinity for *Star Wars*? We think not, they're just two good things that go together. May the Force be with one nation under a groove!

## New Star Wars Arcade Game

The first new *Star Wars* coin-operated arcade game in almost 10 years is due to be released by Sega this summer. The new game features an X-wing assault on the Death Star with deluxe, full 3-D texture mapped graphics. The game blew minds at a trade show in Japan last year when it was only 20 percent complete. When the finished version hits the streets, run, don't walk, to the nearest arcade.

## Wall Street Journal Interviews Lucas

Say the words "producer," "director," and "technological visionary" in the same breath and you are most likely talking

about George Lucas. Lucas' career has traversed the fields of technology and entertainment like no other. It's no surprise that the *Wall Street Journal* turned to Lucas to help separate hope from hype concerning the coming interactive multimedia revolution.

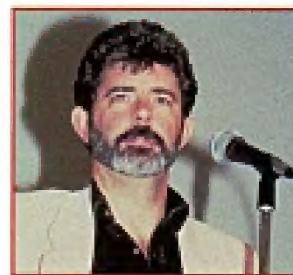
Lucas had a number of keen insights during this recent interview. When asked about on-demand cable programming, Lucas said, "If cable operators get greedy and charge \$20 an hour for old programming, I don't think much is going to happen. But if they get it down to the level of \$1 an hour, there will be an instantaneous revolution that will knock out the home video industry within a year."

When asked about other possibilities for the computer-operated cable boxes now in development, Lucas said, "I think view-on-demand games will take off pretty quickly." View-on-demand games means you can order a video through your cable system without having to buy a cartridge. "It's a little bit problematical how it's going to work, but it's obvious that home delivery of games is a natural, because it's a digital medium you're dealing with," Lucas added.

Referring to movies Lucas said, "Within the next couple of years, we'll be able to take what was a \$30,000 shot and do it on the big screen in full resolution for \$6,000 or \$7,000." Lucas also predicted that "Old movie theaters will be gone. I think today's multiplexes are going to expand and become larger entertainment centers that also have IMAX and maybe 3-D theaters."

Does Lucas think there will be a rise in interactive theaters where the audience pushes buttons to change the plot and affect the outcome of the movie? "That's smell-o-vision," said Lucas. "People don't want to do that."

In the end, the *Wall Street Journal* asked the question that really matters: Will the next *Star Wars* film be released in time for the 20th anniversary in 1997? "That's possible. I plan to start work on the screen-



plays soon, and I hope to be in production on the trilogy within the next two years. I think they will be done within the next four to five years. But it really depends on how fast we can make these technological changes." ■



# LUCASFILM'S J. J. LUCASFILM'S



## LATEST

### Lucasfilm Production

Jeb Stuart continues work on the *Indiana Jones IV* screenplay. Harrison Ford will star.

*RadioLand Murders* is in postproduction for release later this year. George Lucas acts as executive producer on this murder/mystery/comedy feature film.

Four original Young Indy telefilms are being produced by Lucasfilm, Ltd., in association with the Paramount Television Group for airing on The Family Channel. The first (*Young Indiana Jones and the Hollywood Follies*) premieres in November 1994. The second, *Young Indiana Jones and the Treasure of the Peacock's Eye*, airs the first quarter of 1995.

"I'm happy to see that The Family Channel, with its emphasis on exciting family entertainment, will be making these films available to its broad audience," said George Lucas.

*The Hollywood Follies* is set in 1920. Indiana Jones hopes to pay for his college tuition by taking charge of an out-of-control Hollywood film production. But the eccentrics and megalomaniacs of the silent film industry prove to be adversaries almost as formidable as those Indy encountered in warring Europe. In this comedic look at Hollywood, Indy meets movie legends John Ford and Erich Von Stroheim.

*The Treasure of the Peacock's Eye* was shot on location in Thailand. A dying soldier's last words, a map bearing an ancient Greek inscription and the promise of a 140-carat diamond, once the possession of Alexander the Great, lead Indy and Remy on an intriguing, action-packed adventure. They pursue the treasure to Alexandria, where they meet author E.M. Forster, then on to Java and Singapore. Along the journey they meet the beautiful Lily, the misleading chanteuse Jin-



Wing, Chinese pirates and the unforgettable child Bink.

The *Star Wars* prequels are still in the planning stages. The new *Star Wars* screen saver from LucasArts carries the following quote from George Lucas regarding the new prequels:

*A long time ago in a galaxy far, far away, good and evil battled to determine the fate of the universe. The struggle is chronicled in Star Wars' nine episodes which depict the reign of the Empire and a small brave band of Rebels who threatened to topple it.*

*The middle third of the story was told in Star Wars: A New Hope, The Empire Strikes Back and Return of the Jedi. We followed a young farm boy, Luke Skywalker, and his commitment to the Rebel Alliance. We watched as Luke learned about the Force from Obi-Wan Kenobi and Yoda, and felt his pain when he discovered that Darth Vader, the most highly regarded commander in the Imperial Navy, was his father.*

*The Star Wars saga actually begins 40 years before Luke has the pivotal meeting with Obi-Wan that sends him down the path to his destiny. The first three episodes begin with the friendship of a young Ben Kenobi and Luke's father, Anakin Skywalker. When Ben meets Anakin, he sees that the talented pilot is very strong with the Force and decides to train Anakin in the ways of a Jedi. But the Emperor senses Anakin's growing power and, determined to harness it for the Empire, sways the young Jedi to the dark side. Anakin Skywalker ceases to exist, and in his place Darth Vader emerges.*

*The new movies will feature all the action of the first three. Much of the drama, however, will revolve around betrayal—between friends and within the Empire. In this part of the story, things are not always as they seem and you never quite know who the good guys and bad guys are. I plan to start the screenplay for episode one by the end of 1994, and release the prequels by the year 2000.—George Lucas*





## THX Division of Lucasfilm, Ltd.

There are more than 800 THX theaters around the world including Reykjavik, Iceland; Santiago, Chile; Little Rock, Arkansas; and Ebina, Japan.

The THX Theatre Alignment Program (TAP) completed its biggest project to date, providing quality assurance services for *Schindler's List*. These services included overseeing the creation of lab prints, technical alignments in theaters, comprehensive theater evaluations and monitoring of a 24-hour hotline for in-theater technical problems. TAP is working on Arnold Schwarzenegger's next big project, *True Lies*, and many of the summer's other big releases such as Disney's *Lion King*.

At the Winter Consumer Electronics Show the Home THX Program announced the introduction of a THX receiver from Onkyo and Technics. There are 36 licensed manufacturers of Home THX components for home theater use.

The THX Laser Disc Program provided technical expertise to ensure that both picture and sound were exemplary on eight titles last year, including the *Star Wars* Trilogy and *Terminator II*. All eight titles received 32 nominations from the Laser Disc Association. Awards will be given at the July Video Software Dealers Association Convention. Upcoming THX laser disc titles include: *Beverly Hills Cop 1 and 2*, *Carlito's Way*, *City Slickers*, *Mrs. Doubtfire*, *Jurassic Park*, *Oklahoma!*, *Silence of the Lambs*, *The Sound of Music*, *South Pacific*, *The Three Musketeers*, and *When Harry Met Sally*.



## LucasArts Entertainment

Industry research told the world that X-Wing is the best-selling PC game of 1993, and Rebel Assault became the most successful CD-ROM entertainment title of all time. This summer LucasArts will introduce Macintosh CD and Sega CD versions of *Rebel Assault*.

*Day of the Tentacle* and *Sam & Max Hit the Road* both earned Adventure Game of the Year awards from different computer gaming magazines. The CD-ROM full-voice "talkie" version of *Sam & Max* was just released, as was a Macintosh CD "talkie" version of *Indiana Jones and the Fate of Atlantis*.

In June, LucasArts released two new products: *Tie Fighter*, a space combat simulator in which you fly for the Empire against the Rebel Alliance, and *Star Wars Screen Entertainment*, a *Star Wars*-based utility entertainment program that works like a screen saver. (See the "LucasArts/The Dark Side Illuminated" column for details.)

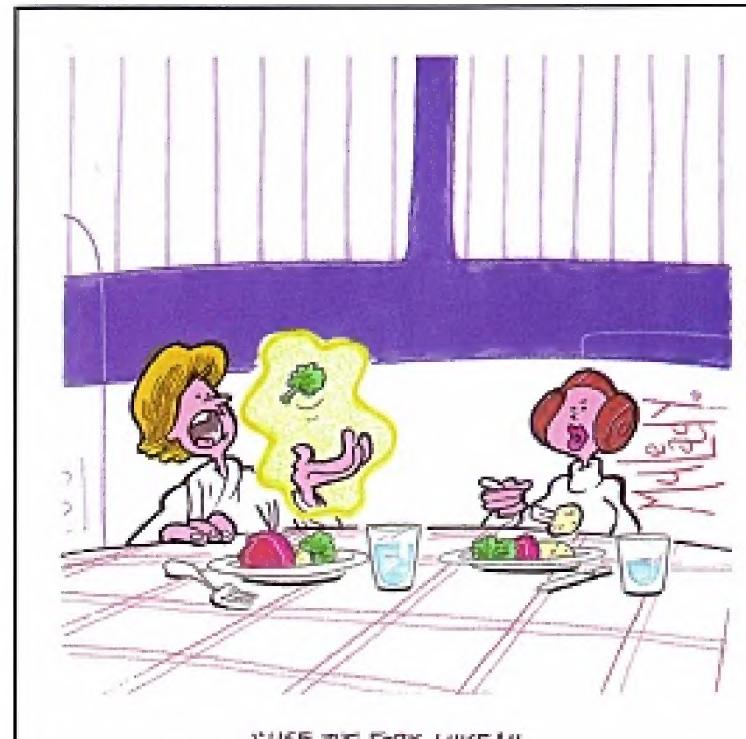
## Industrial Light & Magic (ILM) Division of Lucas Digital

It has been a very busy spring at ILM. Their artists and technicians have been working on six different summer-release movies. *The Flintstones* (produced by Steven Spielberg's Amblin Entertainment), starring John Goodman, Elizabeth Perkins, Rick Moranis and Rosie O'Donnell came out May 27.

In July watch for *Forrest Gump*—the latest movie from Director Robert Zemeckis (*Back to the Future I, II and III*; *Who Framed Roger Rabbit*)—starring Tom Hanks. John Hughes (*Home Alone*) brings *Baby's Day Out* to the screen on July 1. On July 29, Jim Carey (*Ace Ventura: Pet Detective*) stars in *The Mask*—loosely based on a Tex Avery character. The summer releases of *Wolf*, starring Jack Nicholson and Michelle Pfeiffer, and *Maverick*, starring Mel Gibson and Jodie Foster, both feature several scenes with ILM's visual effects. ■



ILM created some of the stunning effects for the new movie, *The Mask*, starring Jim Carey.



"USE THE FORK, LUKE!"



# EXCLUSIVE FEATURE



BY DAN MADSEN

# STAR WARS LICENSING

## Lucasfilm Licensing Vice President Howard Roffman reveals the latest and greatest in Star Wars collectibles!

**H**oward, before we delve into new *Star Wars* collectibles, give a little background on Lucasfilm's Licensing Department and when you came on board.

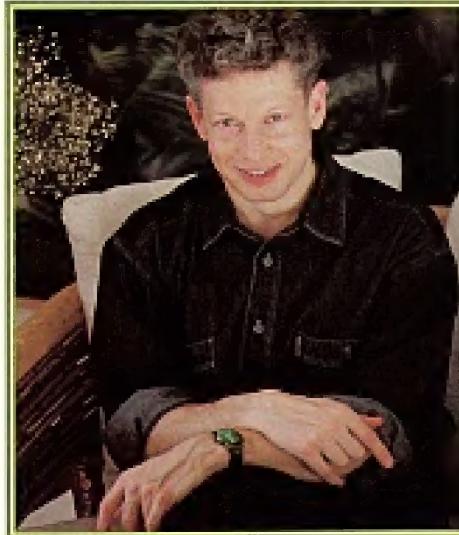
The division started in earnest in 1978. When the original *Star Wars* deal was done, 20th Century-Fox controlled the merchandising rights and Lucasfilm had a consultation right. At that time, there were only a couple of people at Lucasfilm who were intimately involved in dealing with the licensees and approving product. Once *Star Wars* came out and was successful, and George decided to do *The Empire Strikes Back*, it made a lot more sense to seat the merchandise directly with Lucasfilm. So in 1978, Lucasfilm took it over and put together a full licensing staff and then *Empire* and *Jedi* were handled directly by Lucasfilm.

I came into the picture in 1980 and was directly involved in licensing right from the beginning, but on the business and legal side. In 1986, I took over as the head of licensing.

It seems that over the last 10 years, Lucasfilm didn't generate a great deal of licensed *Star Wars* products. But in the last year or so, many new products have been released and you continue to do so. There seems to be a renewed interest in *Star Wars*. What do you feel sparked this renewed enthusiasm?

If you look at the beginning of *Star Wars*, you had a mass-market phenomenon. It ran a tremendous course and reached a natural end of a product life cycle. The toys, by 1985, had really died down in sales and the mass market was kind of finished with *Star Wars* in that iteration. That was the period where I came on as Vice President of Licensing. We looked at the *Star Wars* program and basically said, "What we have here has gone through its first phase." But, by no means did we believe it was dead. The thing we felt strongly was that *Star Wars* was a classic that had touched millions and millions of peoples' lives—everyone from children to full-grown adults. It had been kind of worked over and needed to rest for awhile.

But because of its strength in terms of the mythology and images, there would eventually be a time to explore interesting new things with *Star Wars* independent of whether George ever made another trilogy. But the time didn't seem right in 1985, of course, to do anything on a big scale. There wouldn't have been an interest on anybody's part in doing that. So that was the period where we really refocused our energy and said, "Let's start looking at this as the long-term classic that it is." If I had to describe a mentality shift, I would describe it as going from a *Masters of the Universe*-type marketing to a *Wizard of Oz*-type marketing.



One of the first things we did was to work out an arrangement with Disney to put *Star Wars* into their parks. I think that helped to reinforce the image of *Star Wars* as a classic—like an institution in our culture. We wanted to be prepared for the next wave of interest in *Star Wars*, but we knew that whatever we did had to be true to what *Star Wars* is. There are a lot of classic properties; one example is Mickey Mouse. But *Star Wars* is not Mickey Mouse. Even though they are both important to people, they are important for different reasons.

One of the most obvious things to us when we looked at *Star Wars* was that George created this vast universe with really interesting characters and they are all so well-defined. Why not let other people indulge their imagination in this universe? We thought that was a great way to start a classic program—create something new and meaningful to people that's not just a retread of the old and that's what gave birth to the Timothy Zahn books.

An often-asked question we receive is whether the Timothy Zahn books are supposed to be the official story for the last three films in the *Star Wars* saga since George is not sure whether he will ever get to those?

No, they are not. That whole book series is independent from the films. The one thing we will not do in any book series is preempt any of the sequels. There are a number of stories and trilogies coming out in book form, like the one from Kevin Anderson, which are not the stories of episodes seven, eight and nine. It was never intended to be that way.

Is Lucasfilm more willing to give people a greater degree of creative freedom with the *Star Wars* characters now than in the past?

I think the truth is somewhere in the middle. We've given a lot more creative freedom in the sense that we're letting people go into time periods and spin off stories that we didn't do before. It's really hard to say why we didn't do that before but we are doing it now. We're trying to be true to the characters and true to the situations and not do anything that would interfere with future stories that George, himself, wants to tell. Within the spin-off universe that we're creating, we are going to great lengths for there to be consistency and continuity.

CONTINUED ON PAGE 27



# LUCASFILM

FAN CLUB

THE FORCE  
IS BACK!  
SEE INSIDE FOR  
NEW STAR WARS  
COLLECTIBLES!



# INDIANA JONES



L37A



L37B

## INDIANA JONES LEATHER RUCKSACK & DUFFLE BAG (L37A & L37B)

**REDUCED** Travel in style with the durable Indiana Jones top-grain soft leather rucksack and duffle bag. The rucksack (17.5" x 10" x 10") has an easy-access back zipper pouch, double adjustable belt strap, plus a handy rope top tie. The duffle bag (15.5" x 12" x 6.5") has an adjustable shoulder strap and the

inside is made of a water-repellent nylon lining. Price, each: \$44.95/U.S., \$45.95/CAN., \$46.95/FOR. (L37A) Indiana Jones Leather Rucksack; (L37B) Indiana Jones Duffle Bag.

## INDIANA JONES AND THE LAST CRUSADE PATCH (L50)

**REDUCED** Wear this colorfully embroidered patch and join the crusade! Price: \$3.00/U.S., \$4.00/CAN., \$5.00/FOR.



L50

## INDIANA JONES: THE ROLEPLAYING GAME (LRP)

**NEW** This boxed set of the Indiana Jones game features West End's new MasterBook system, the one system to handle *all* of your role-playing needs. Why buy your rules twice when you can get MasterBook and play *ALL* of West End's new games? Also in the boxed set is *The World of Indiana Jones* book, packed with source material and scenarios, two 10-sided dice and the MasterBook card deck. Everything you need to start playing in one box. Price: \$30.00/U.S., \$31.00/CAN., \$32.00/FOR.

## INDIANA JONES AND THE LAST CRUSADE POSTCARDS (L56)

Twenty-one 4" x 6" full-color post cards bearing scenes from *Indiana Jones and the Last Crusade* make this set a substantial addition to your Indy collection. Price: \$15.00/U.S., \$16.00/CAN., \$17.00/FOR.



L56



## INDIANA JONES AND THE UNICORN'S LEGACY (L128)

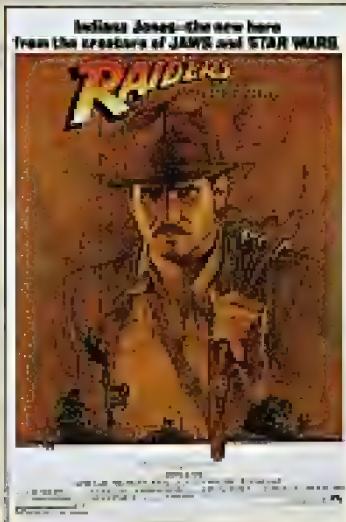
Some say the horn is an effective poison antidote and a mystical relic. Indy finds that the horn's power is less than benevolent, and the same could be said about the intentions of a beautiful art historian. Price: \$4.99/U.S., \$5.50/CAN., \$5.99/FOR.



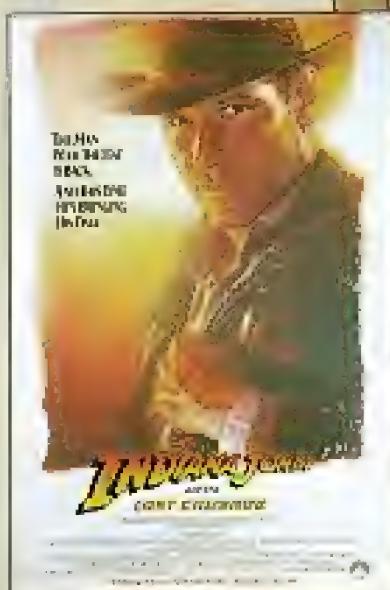
L128



LP2



LP3



LP1



LP6

This poster is a great addition to your Indy art collection. Order now! Quantities limited. Price: \$12.00/U.S., \$13.00/CAN., \$14.00/FOR.

#### RAIDERS OF THE LOST ARK RELEASE POSTER (LP5)

This 27" x 40" reprint is exactly the same as the original. Quantities limited: \$5.00/U.S., \$6.00/CAN., \$7.00/FOR.

#### RAIDERS OF THE LOST ARK RE-RELEASE POSTER (LP4)

This 27" x 40" reprint is as stunning as the original. Quantities limited. Price: \$5.00/U.S., \$6.00/CAN., \$7.00/FOR.

#### INDIANA JONES AND THE TEMPLE OF DOOM RELEASE POSTER (LP5)

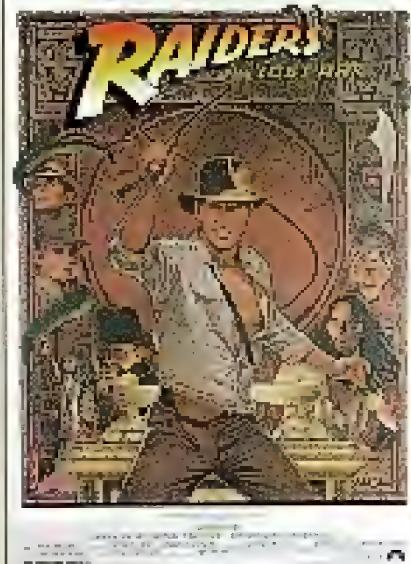
Don't wait to order this reproduction because supplies are limited. Price: \$5.00/U.S., \$6.00/CAN., \$7.00/FOR.

#### INDIANA JONES AND THE LAST CRUSADE JAPANESE RELEASE POSTER (LP7)



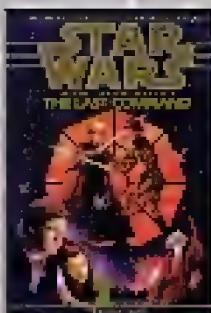
LP7

#### The Return of the Great Adventure.



LP4

# STAR WARS



## STAR WARS HARDCOVER NOVELS (L124A-L124C)

In this epic 3-book cycle by Timothy Zahn, Luke, Han, and Leia struggle to keep their New Republic from being washed away by the resurgence of the Force's dark side. (L124A) *Heir to the Empire* & (L124C) *The Last Command*, Price: \$21.95/U.S., \$22.95/CAN., \$23.95/FOR. (L124B) *Dark Force Rising*, Price: \$18.95/U.S., \$19.95/CAN., \$20.95/FOR.



## THE TRUCE AT BAKURA (L124B)

No sooner has Darth Vader's funeral pyre burned to ashes on Endor than the Alliance intercepts a call for help from a far-flung Imperial outpost. Bakura is on the edge of known space and the first to meet the Ssi-ruuk, cold-blooded reptilian invaders who, once allied with the now dead Emperor, are approaching Imperial space with only one goal: total domination. Price: \$21.95/U.S., \$22.95/CAN., \$23.95/FOR.



## STAR WARS YOUNG READER BOOKS (L127A-L127F)

With the second Death Star gone, dark forces remain loose in the galaxy. Find out if the newly formed republic can withstand these tides of evil. Price, each: \$6.99/U.S., \$4.50/CAN., \$4.99/FOR.

(L127A) *The Glove of Darth Vader*: Dark side prophets foretell that a new Emperor will arise. On his right hand he wears an indestructible symbol of evil.

(L127B) *The Lost City of the Jedi*: Having secured Darth Vader's glove, the new Emperor receives a warning that a Jedi Prince will threaten his reign and must be destroyed.

(L127C) *Zorba the Hutt's Empire*: The new emperor wants Princess Leia for his dark queen. When Jabba the Hutt's father, Zorba, returns to Tatooine and learns that his son died at Leia's hand, he prepares for revenge.

(L127D) *Mission from Mount Todes Kadanu*, the dark side's supreme prophet, plots to capture and destroy the carbonized body of Triuscus and take over the Empire. Meanwhile, the Rebel Alliance races to save archaeologists of the dying planet Duro, only to discover an incredible mystery in underground tunnels.

(L127E) *Queen of the Empire*: The imperial grand moff reveals against the prophets of the dark side. As the Alliance struggles with its latest weapon, Project Derry, Princess Leia is kidnapped by an old enemy, then menaced by the surprise appearance of another evil foe obsessed with turning Leia to the dark side.

(L127F) *Prophets of the Dark Side*: While on a perilous quest, Luke and Ken are captured by Supreme Imperial Prophet Kadanu. Having recognized Luke into revealing the Lost City of the Jedi's location, Kadanu plans to steal the ancient knowledge of the Jedi Knights and rule a new tyrannical empire.

## STAR WARS: FROM CONCEPT TO SCREEN TO COLLECTIBLE (L140)

Expert Stephen J. Sansweet takes readers behind the scenes with over 150 full-color images of collectible items, movie stills, and prop sketches from the archives of Lucasfilm and Kenner Toys. The lively text provides an intriguing glimpse into one of pop culture's most enduring phenomena and includes recent interviews with George Lucas and other experts. Price: \$19.95/U.S., \$20.95/CAN., \$21.95/FOR.



## THE ART OF STAR WARS GALAXY (L187)

RE  
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This beautiful 9" x 12" trade paperback displays the artwork first seen on the *Star Wars Galaxy* Trading Cards. Contents include a history of each piece, biographies and comments from participating artists, movie photos that inspired each illustration and a step-by-step analysis of making the trading card set. Price: \$14.95/U.S., \$15.95/CAN., \$16.95/FOR.



## A GUIDE TO THE STAR WARS UNIVERSE (LBK2)

Looking for facts about the most exciting adventure of all? You'll find the whole *Star Wars* universe covered here, from the original *Star Wars* movies to new novels, to TV movies and specials, to the animated TV series, to radio dramatizations, to comics, to role-playing games and much more. Order now!

Price: \$10.00/U.S., \$11.00/CAN., \$12.00/FOR.



## JEDI ACADEMY TRILOGY BOOK (LBK5)

Zoom into the galaxy reading Volume 1 of the *Jedi Academy* Trilogy. As the war between the Republic and the scattered remnants of the Empire continues, two children—the Jedi twins—will come into their powers in a universe on the brink of vast changes and challenges. In this time of turmoil and discovery, an extraordinary new *Star Wars* saga begins. Price: \$5.99/U.S., \$6.99/CAN., \$7.99/FOR.



## THE LANDO CALRISSIAN ADVENTURES (LBK6)

For the first time, all 3 Lando Calrissian novels are available in one book. The adventures include *Lando Calrissian and the Flawed Jewel* of Ossus, and *Lando Calrissian and the Starship of Thonduka*. Don't miss out on these *Star Wars* adventures. Order now!

Price: \$6.99/U.S., \$6.99/CAN., \$7.99/FOR.



## THE COURTSHIP OF PRINCESS LEIA (L124E)

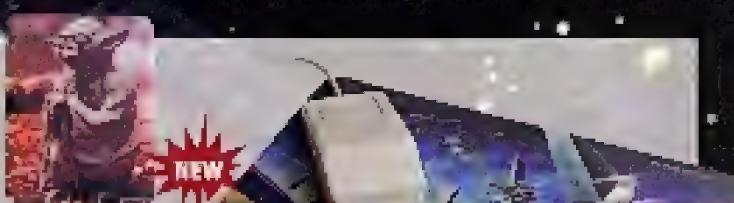
NEW This hardcover novel relives the swashbuckling epic of the *Star Wars* film trilogy as starcruisers battle for control of space, knights of a forbidden order rise again and a pirate saves the heart of a maiden. Price: \$21.95/U.S., \$22.95/CAN., \$23.95/FOR.

## OFFICIAL SUPER NINTENDO HINT BOOKS (LBK3 & LBK4)

Super *Star Wars* Official Game Secrets and Super *Empire* Strike Back Official Game Secrets are your complete guides to LucasArts Entertainment Company's mega-hit games for the Super Nintendo Entertainment System. These essential companions are jam-packed with insider secrets and are the only strategy guides endorsed by LucasArts. Price, each: \$12.95/U.S., \$13.95/CAN., \$14.95/FOR.

(LBK3) *Super Star Wars Official Game Secrets*

(LBK4) *Super Empire Strike Back Official Game Secrets*



### STAR WARS TRILOGY COLLECTOR'S SCRIPTS (LPM1-LPM3)

These original script reproductions of the Star Wars films contain the background and success story behind each film, the official logo, photos, film credits, filmographies and the present-day cult appeal of each movie. Collect and read them. They are a remembrance of the best times we ever had at the movies. Price, each: \$19.95/U.S., \$20.95/CAN., \$21.95/UK.

(LPM1) *Star Wars*  
(LPM2) *The Empire Strikes Back*,  
(LPM3) *Return of the Jedi*



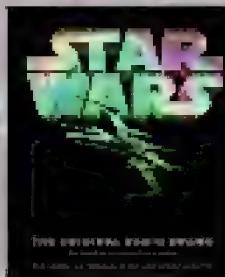
### STAR WARS MOUSPADS (LMP1-LMP5)

Produced by the world's largest mouse pad manufacturer, these high-quality Mouspads are perfect for your computer. Size: 8.5" x 11". Price, each: \$11.00/U.S., \$12.00/CAN., \$13.00/UK.

(LMP1) Millennium Falcon Battle  
(LMP2) Darth Vader  
(LMP3) Leia and Luke  
(LMP4) Yoda  
(LMP5) Rebel Assault

### THE COURTSHIP OF PRINCESS LEIA AUDIOTAPE (LAC1)

Relive the swashbuckling adventure of Star Wars as practitioners of the dark side rise again, and Han Solo tries to win the heart of Princess Leia. (Performed by Anthony Head.) Price: \$16.99/U.S., \$17.99/CAN., \$18.99/UK.



### STAR WARS: THE ORIGINAL RADIO DRAMA (L148A & L148B)

When this landmark production was first broadcast on National Public Radio in 1981 it generated the biggest response in the network's history. Starring Mark Hamill as Luke Skywalker and Anthony Daniels as C-3PO, and featuring Oscar-winning music by John Williams performed by the London Symphony Orchestra along with original movie sound effects by Ben Burtt, this 6-1/2-hour, 6-cassette or 7-CD package contains the entire 13 episodes. Relive the adventure today! Prices: (L148A) Cassette Package: \$35.00/U.S., \$36.00/CAN., \$37.00/UK.  
(L148B) CD Package: \$60.00/U.S., \$61.00/CAN., \$62.00/UK.

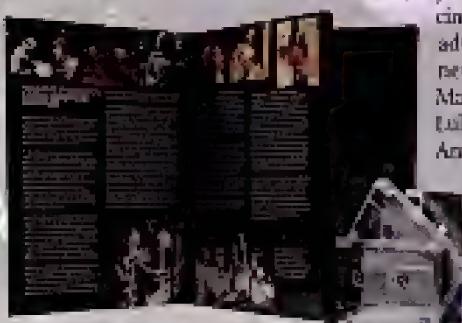
L148  
A & B



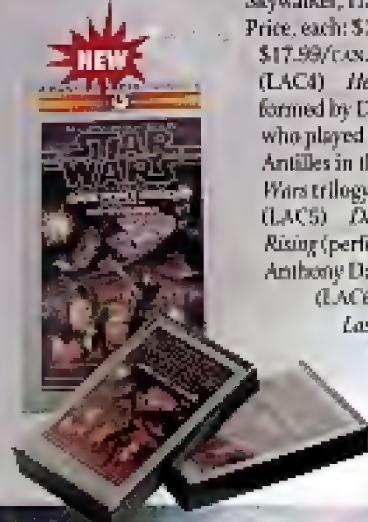
### THE EMPIRE STRIKES BACK ORIGINAL RADIO DRAMA (L148C & L148D)

From the makers of *Star Wars: The Radio Drama* comes another breathtaking fable for the mind's eye. This extended version of *The Empire Strikes Back* sweeps you once more into a dazzling realm of imagination, beyond the reach of

cinema, for an adventure you'll never forget. Hear Mark Hamill as Luke Skywalker, Anthony Daniels as C-3PO, Billy Dee Williams as Lando Calrissian and John Lithgow as Yoda.



(L148C) Cassette Price: \$35.00/U.S., \$36.00/CAN., \$37.00/UK.  
(L148D) CD Price: \$55.00/U.S., \$56.00/CAN., \$57.00/UK.

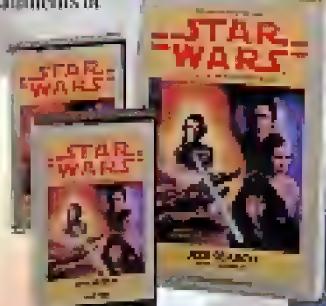


### JEDI ACADEMY TRILOGY AUDIOTAPES (LAC2-LAC3)

Star Wars audio fans will love the first 2 installments of the trilogy, chronicling Luke Skywalker's founding of an academy for Jedi training. Complete with original Star Wars music and sound effects.

Price, each: \$16.99/U.S., \$17.99/CAN., \$18.99/UK.

(LAC2) *Jedi Search* (performed by Anthony Head)  
(LAC3) *Dark Apprentice* (performed by Anthony Head)



### STAR WARS AUDIOTAPES (LAC4-LAC7)

These 180-minute audiotapes feature original Star Wars music and sound effects, and follow the continuing adventures of Luke Skywalker, Han Solo and Princess Leia.

Price, each: \$16.99/U.S., \$17.99/CAN., \$18.99/UK.

(LAC4) *Heir to the Empire* (performed by Denis Lawson who played Wedge Antilles in the Star Wars trilogy)  
(LAC5) *Dark Force Rising* (performed by Anthony Daniels)  
(LAC6) *The Last Command* (performed by Anthony Daniels)  
(LAC7) *The Trap at Bakura* (performed by Anthony Head)



# STAR WARS ART



L20A

RETURN JEDI

LP19



## STAR WARS SPACE-SHIP POSTER (LP18)

This glorious 24" x 36" full-color poster depicts the Millennium Falcon

battling Imperial forces while the Death Star looms in the distance. Price: \$8.00/U.S., \$6.00/CAN., \$7.00/ROW.

## STAR WARS STYLE "D" ONE-SHEET (LP23)

For the first time in nearly 10 years, this 27" x 41" rerun of the original 1978 reissue one-sheet is a historic addition to your collection. This wonderful poster by artists Drew Struzan and Charlie White, was printed from the original negatives. Price: \$8.00/U.S., \$9.00/CAN., \$10.00/ROW.



LP23



L20B

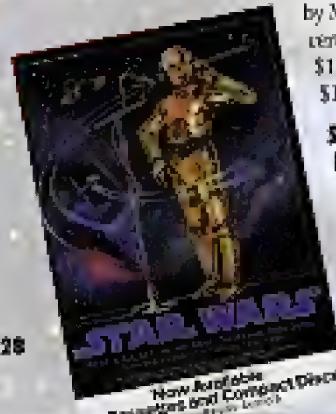
L20C

RE  
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ED



LP26

LP26



How to Order  
on Collectors and Compact Discs  
in the United States  
and Canada

## YODA LIMITED EDITION PRINT (LP21)

Yoda shows some of the ways of the Force in this limited edition of 750 signed and numbered 18" x 17" prints by Michael Whelan. Each print comes with a certificate of authenticity. Price: \$135.00/U.S., \$136.00/CAN., \$137.00/ROW.

## STAR WARS RADIO DRAMA POSTER (LP28)

This artwork was originally used to advertise the Star Wars Radio Drama and has now been reproduced in a 22" x 32" limited edition of 4,000 posters. Quantities will not last long! Price: \$12.00/U.S., \$13.00/CAN., \$14.00/ROW.



LP21

**LAP1****RETURN OF THE JEDI CHROMART (LAP1)**

This space battle from *Return of the Jedi* comes to life as a Chromart chromoim print, which is a unique patented technology utilizing plastic, fining and etching to give the illusion of depth on a 2-D surface. This collector's edition comes with a certificate of authenticity. Price: \$12.00/U.S., \$13.00/CAN., \$14.00/UK.

**LTC2****STAR WARS MILLENNIUM FALCON FACTORY SET GALAXY TRADING CARDS (LTC2)**

The complete set of the Star Wars Galaxy Trading Cards are now available in a handsome replica of the Millennium Falcon, suitable for display. Set includes: all 140 Series 1 Cards, all 6 Series 1 Chase Cards, Exclusive Card #0, 3-D Hologram Card and Series 2 Preview Card. Includes one artist autographed card inserted within this limited edition of 10,000 sets. Order now. Price: \$95.00/U.S., \$96.00/CAN., \$97.00/UK.

**LTC3****STAR WARS GALAXY TRADING CARDS (L183)**

Relive the excitement with this set of Star Wars Galaxy Trading Cards. Series 1 consists of 140 cards of beautiful artwork and photos. The cards are available by the box (each box consists of 36, 3-card packets), ready to collect. These cards are going to go fast. Price, per box: \$35.00/U.S., \$36.00/CAN., \$37.00/UK.

**L109****L173****L109****LPM4****L173****LPM5****LTC1**

This set of 6, 11" x 14" prints beautifully captures the dramatic essence and excitement of George Lucas' modern epic. Fill your walls with adventure. Price: \$12.00/U.S., \$13.00/CAN., \$14.00/UK.

**1995 STAR WARS CALENDAR (LPM4)**

The Force will be with you as you experience an Earth year filled with memorable Star Wars characters and artwork. Price: \$10.95/U.S., \$11.95/CAN., \$12.95/UK.

**1995 STAR WARS TRILOGY CALENDAR (LPM5)**

This calendar contains artwork of scenes from the Star Wars Trilogy as well as poster artwork from all three films. Price: \$10.99/U.S., \$11.99/CAN., \$12.99/UK.

**LPM4****LPM5****LTC3**

Each of these 14 postcards has artwork from one of the Star Wars films. Buy them and mail a little bit of the Force to all your friends. Price: \$8.50/U.S., \$9.50/CAN., \$10.00/UK.

**EMPIRE STRIKES BACK SERIES II CARD SET (LTC3)**

This complete set of 132 color photo trading cards was produced by Topps in 1980, and is in mint condition. The set contains color photographs of all the spaceships and scenes from *The Empire Strikes Back*. Quantities limited. Price: \$20.00/U.S., \$21.00/CAN., \$22.00/UK.

**LMS6**

# STAR WARS CLOTHING ETC.

**NEW**



## STAR WARS T-SHIRT AND PILLOW (LTS5 & LPC1)

Direct from the Star Wars universe, this new 100% cotton T-shirt and Thai silk pillow are a perfect addition to any Rebel household. Order now. T-shirt sizes: M, L & XL. T-shirt price: \$15.95/u.s., \$16.85/can., \$17.95/för. 18" x 18" Pillow price: \$34.95/u.s., \$35.95/can., \$36.95/för.

(LTS5) Original Darth Vader  
(LPC1) Darth Vader Pillow

## JAWAS T-SHIRT (LTS1)

Need any reconditioned droids? Then the Jawas have a deal for you. Get this 100% cotton Jawas t-shirt and enter into a whole new world of collecting. Adult sizes: L & XL. Price: \$16.00/u.s., \$17.00/can., \$18.00/för.



LTS1



LTS2

## BOBA FETT T-SHIRT (LTS2)

Need a bounty hunter? Look no further. Boba Fett is yours when you purchase this new 100% cotton t-shirt direct from the Star Wars galaxy. Adult sizes: L & XL. Price: \$16.00/u.s., \$17.00/can., \$18.00/för.



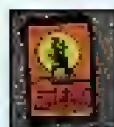
LTS

## STAR WARS PATCHES (L75 & L76)

Add colors to your jacket and the Force will be with you when you add these beautifully embroidered patches.

(L75) *The Empire Strikes Back* Price: \$4.00/u.s., \$4.50/can., \$5.00/för.

(L76) *The Empire Strikes Back* 10th Anniversary Price: \$8.00/u.s., \$9.00/can., \$10.00/för.



L79

## STAR WARS PINS (LPN1-LPN11)

The Force will be with you when you wear these beautiful *éclairs* pins from Hollywood Commemorative Pin Co. Perfect for Star Wars fans in any galaxy.

Price: \$4.00/u.s., \$5.00/can., \$6.00/för.

(LPN2) Rebel Alliance Logo, small gold

Price: \$5.00/u.s., \$6.00/can., \$7.00/för.

(LPN3) 3-D Darth Vader Face

Price, each: \$6.00/u.s., \$7.00/can., \$8.00/för.

(LPN1) Imperial Emblem

(LPN4) X-wing Fighter, pewter

(LPN5) X-wing Fighter

Price, each: \$7.00/u.s., \$8.00/can., \$9.00/för.

(LPN7) Jabba the Hutt

Price, each: \$8.00/u.s., \$9.00/can., \$10.00/för.

(LPN6) Princess Leia

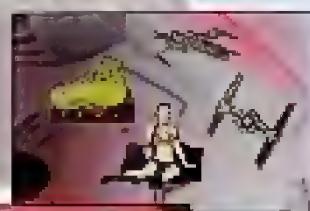
(LPN8) Millennium Falcon

(LPN9) Ben Kenobi

(LPN10) Yoda Contemplating

Price: \$10.00/u.s., \$11.00/can., \$12.00/för.

(LPN11) Reba Band





LT1 & LT2

#### STAR WARS TIES (LT1 & LT2)

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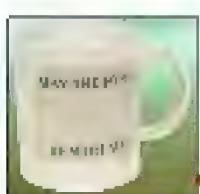
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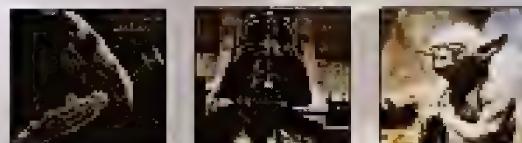
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- (LD2) Yoda
- (LD3) R2-D2 and C-3PO
- (LD4) Darth Vader



LYW

L110

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- (LPT2) The Empire Strikes Back
- (LPT3) Return of the Jedi



LPT1

LPT2

LPT3



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L25P



L25M



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Han Solo: 12" tall

(L164B) C-3PO: 17" tall

(L164C) Yoda: 7" tall

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L25L



L164C



L164B



L164A



L25L



L25E



L25D



L25F



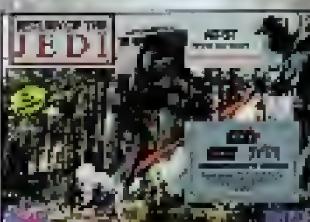
L25A



L25B



L130



L25C

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(LM6) R2-D2, approx. 1-1/2" tall

(LM7) Princess Leia, approx. 2-1/2" tall

(LM8) Luke Skywalker, approx. 2-1/2" tall

(LM9) Han Solo, approx. 2-1/2" tall

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(LM10) Stormtrooper, approx. 2-1/2" tall

(LM11) Boba Fett, approx. 2-1/2" tall

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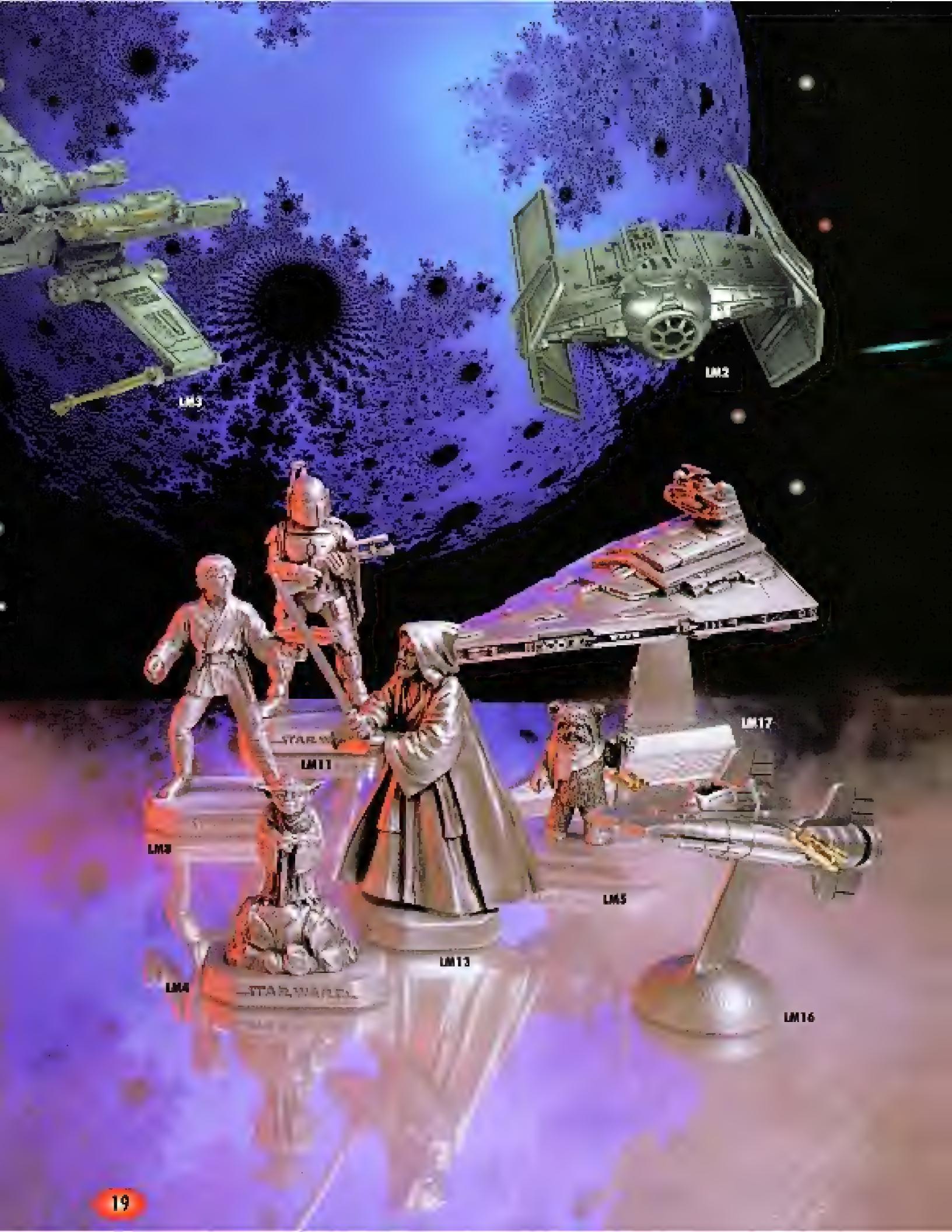
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- (L138C) Emperor
- (L138D) B-wing Pilot
- (L138E) Prune Face
- (L138F) Emperor's Royal Guard
- (L138G) AT-AT Commander
- (L138H) AT-ST Driver
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- (LVF2) Leia
- (LVF3) C-3PO
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- (LM13) Snowspeeder
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# MicroMachines



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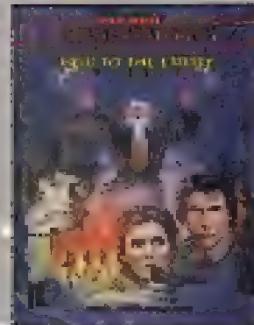
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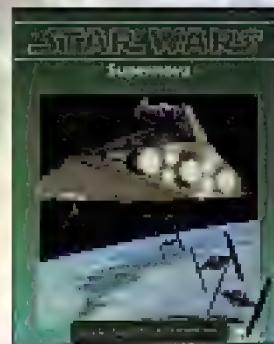
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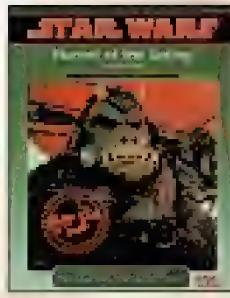
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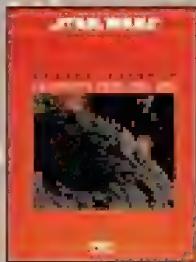
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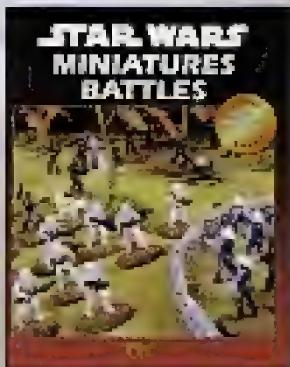
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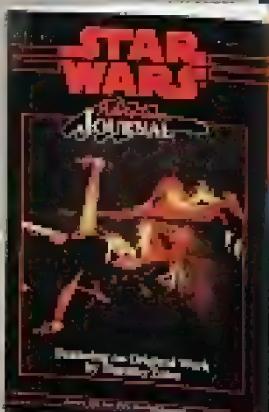
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(LJ2) *Adventure Journal #2*

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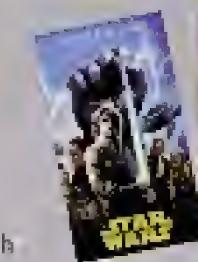
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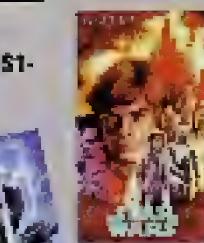
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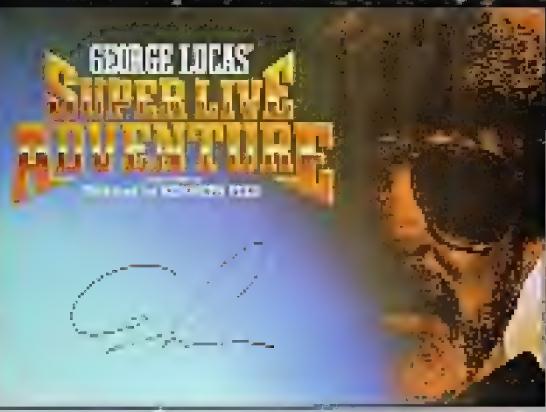


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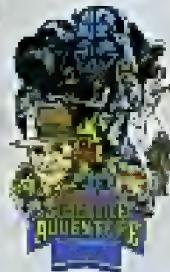
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### L153



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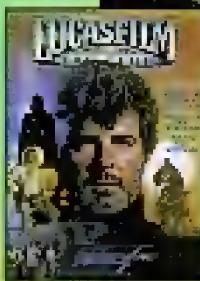
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- (LBI1) Anthony Daniels, *Star Wars*
- (LBI2) *Willow*
- (LBI3) Mark Hamill, Val Kilmer
- (LBI4) Warwick Davis, Ron Howard
- (LBI5) Joanne Whalley
- (LBI6) George Lucas
- (LBI8) Steven Spielberg
- (LBI9) Sean Connery
- (LBI10) Villains of *Indy III*
- (LBI11) Irvin Kershner, "Empire 10th"
- (LBI12) *Maniac Mansion*
- (LBI13) Stunts of *Indiana Jones*
- (LBI15) *Young Indy Chronicles*
- (LBI16) Sean Patrick Flanery
- (LBI18) Behind the Scenes at Lucasfilm
- (LBI19) Peter Mayhew, David Prowse
- (LBI20) George Lucas' Super Live Event, ILM—*Jurassic Park*

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## STAR WARS LICENSING, continued from page 6

Of these novels that take *Star Wars* characters into new adventures, do any of them have to be approved by George to ensure that they don't overlap with ideas he may want to explore in new films?

He has given us some broad guidelines on what is permissible territory and what isn't. But he also looks at the outlines to ensure that they don't do something he wouldn't approve of.

During your tenure as Vice President of Lucasfilm Licensing, what do you consider to be some of the most popular *Star Wars* items ever licensed?

The Bantam books are incredible sellers. Every one of them has been on the *New York Times* best-seller list. The other area that has been well-received has been video games. We've had the good fortune of having an internal games development company, LucasArts Entertainment, so it gives us the ability to have a level of commitment and quality control that is pretty rare to find in the licensed game area.

You mentioned books and games as best-sellers. What does that tell you about your audience?

It's more of an adult audience today. Ten or 15 years ago the best-selling items were toys and they were being bought by little boys and a handful of smart big boys who realized that they would have collector's items! Today, the books are being bought by teenagers and adults. The video games span a broader spectrum—we do have the Super Nintendo games that attract a younger audience, but the computer games like *Rebel Assault* and *X-Wing* have a much older audience because they are much more sophisticated and require a lot more skill to play.

Will the demographics of the average *Star Wars* fan change, as well as the types of products you license, when the new *Star Wars* films are released?

I think they will change. What you will probably find this time is that, from a merchandising point of view, there will be a much broader range covered because toys and video games will be important categories but we will continue to do things for the adult audience that we've established.

What's on the drawing boards for newly licensed *Star Wars* products?

One of the big focuses for us right now is what I call the collector toy area. We launched the Just Toys Bend Em's last Christmas and they were very successful. In fact, their success surprised a lot of the retailers and it encouraged everybody because it indicated there was a strong collector's market for *Star Wars*. We followed that up with Galoob's Micro Machines. They are so popular that people are having a hard time finding them on the shelves. Galoob will also be doing playsets and tiny, tiny figures to the Micro Machines scale. They are meticulously detailed and are things you've never seen done before for *Star Wars*. They are wonderful! Every time they bring prototypes to the Ranch for us to see we go crazy! They are so beautiful and it's a real thrill for us because we love *Star Wars*, too. They are showing us figures that are literally half an inch tall with really amazing detail that captures the characters so well.

Galoob will be doing two levels of playsets for the Micro Machines. One is flat playsets that have different action components. There is a *Star Wars* one that is like a piece of the Death Star so you can land vehicles on it. There are gun turrets and special figures that come with it. They are also doing the ice planet, Hoth, from *Empire*. It's kind of a reconstruction of the Rebel Base and the area in front with the main generator they had to knock out. For *Jedi*, they have an Endor playset with the red-

woods and a lot of the different things the Ewoks used to fight the stormtroopers and the scout walkers.

Later in the year, Galoob is releasing transforming head playsets that are really cool! For instance, one of them, on the outside, is this beautifully sculpted head of Darth Vader and when you open it up, it's Bespin inside. It has the carbon freezing chamber that really works and the landing pad where the *Millennium Falcon* and the *Slave I* land. For *Jedi*, they have R2-D2 which, inside, turns into Jabba's Palace with Jabba on his throne and he slides out and there is the rancor pit with the rancor in it. These playsets will be released in the fourth quarter of this year. There will be some very exciting *Star Wars* toys in '95 from Galoob as well.

Kenner is going to be doing die-cast collectible figures that will come out in the fourth quarter of this year. I think they plan on doing 12 different figures which are approximately three inches tall. These are all part of a line called Action Masters. Kenner is also working on very high-end Darth Vader and Luke Skywalker cold-cast figures that will be sold exclusively through direct response.

Kenner and Lucasfilm have quite a history together.

There is a long history with Kenner and Lucasfilm. Some of the biggest *Star Wars* fans in the world are inside Kenner and, for them, it's wonderful to be back working on the property. There is a whole new energy that they are putting into it.

What other licensed products can *Star Wars* fans look forward to?

I think we are really making an effort in the collectibles area in general. We have the *Millennium Falcon* program going with the Franklin Mint. They are working on the AT-AT Walker which is fantastic! They sent us the sculpting and we were blown away!

We have the *Star Wars* Chess Set by Durstby Mint. This has been an adventure as we've gone along because they start this without the full chess set sculpted. It is so intricate to get these pieces and, since they sell it one piece at a time, they begin the program without all the pieces sculpted. As a result, they have to use illustration artwork as opposed to photographs. The pieces have been coming in now and they're beautiful.

Another licensee whose work I'm very pleased with is Rawcliffe—they do pewter vehicles which are retailing very well. They are also introducing miniature *Star Wars* figures, and they look fabulous.

We have a lot of new things in the works: We are doing recordings with Time Warner AudioBooks where they have put *Dark Empire* on tape. It's almost like a movie on audiotape because they use sound effects and actors and an original music score. Ballantine is republishing a lot of books—they are going to redo the *Art of Star Wars*, *Empire* and *Jedi*. Dark Horse Comics has several series in the works. The Hamilton Collection will be doing framed canvas prints of *Star Wars* and Just Toys will be coming out with a new assortment of Bend Em figures this summer—Tusken Raider, Admiral Ackbar and Boba Fett, to name a few.

One area we haven't had a lot of product in the past, but we're doing now, is board games. We just licensed Decipher Games for a *Star Wars* VCR board game. We're also looking at doing a trivia board game soon.

We will also have some interesting licensed items in the costume area in the near future. We'll let you know more about that as soon as it's ready.

Another company we are continuing to do things with and I think they have done a great job is Topps. They are doing a *Star Wars* Galaxy Series II set of



Below: One of Galoob's new transforming head playsets of R2-D2 which, inside, turns into Jabba's Palace complete with rancor.





This fall, Kenner will release a new line of Action Masters die-cast collectible figurines for Star Wars. Highly detailed, there will be 12 different figurines to collect.

trading cards and they will have continuing card series. One of the things we love about the Topps cards is that it brings something new to the world of Star Wars. All of the sudden, we have all this great artwork from the archives that has never seen the light of day before and we have new artists bringing their creativity to Star Wars as well.

I understand you are doing a new Star Wars video arcade game.

Yes, we are going back into the arcades with the first Star Wars arcade video game since Atari did theirs in the 1980s [see the "Star News" column in this issue]. We're doing it with Sega and it's a real-time flight simulator-type technology and it's very powerful. That will be a big launch for Sega this summer. You sit down to play this game and the graphics are incredible. It's really a next generation arcade game!

You mentioned that George Lucas has some input on the outlines for the books and comics. Does George have any input when it comes to products being licensed?

It really varies product by product. There are a lot of things he does want to see. But he has a staff in Licensing that is pretty keyed into what his expecta-

tions are graphically and artistically. Because we have the games company we can really assure great quality in our games. Things like the Disney attraction, he was intimately involved in because it required telling a story.

Has George ever asked for a sample of a product for himself?

All the time. Star Wars is his creation and he takes great pride in the spin-offs.

Have you found one character from the Star Wars universe that is more popular in terms of merchandise sales than any other?

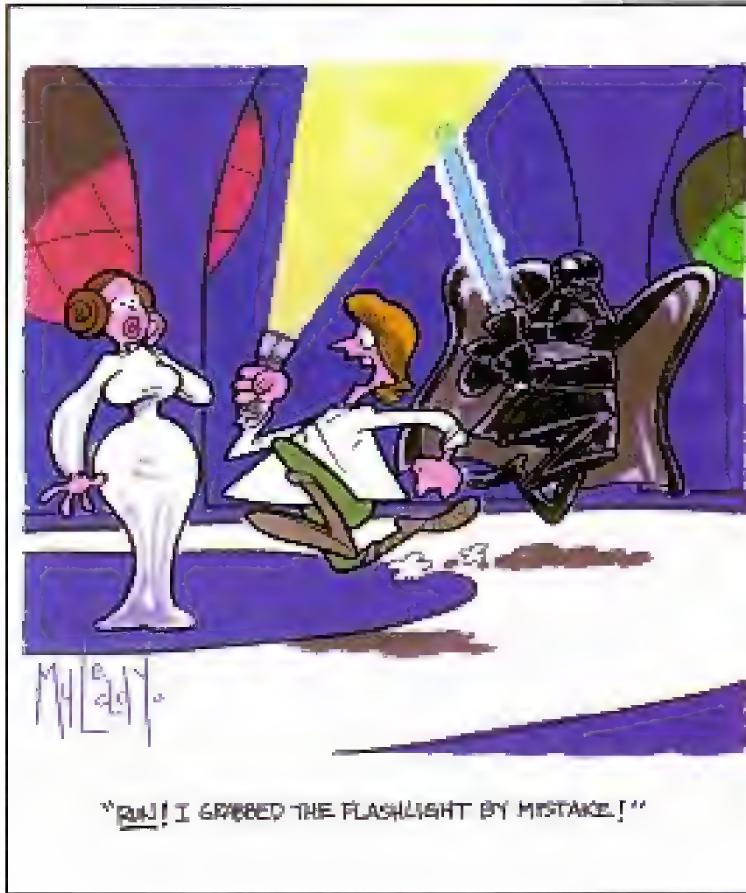
It is pretty broad based, but if you had to pick one it would have to be Darth Vader. I think it is a very strong image and it definitely is a dominant central image of Star Wars. But I think it would be misleading to say that Vader outshines everything else because it's so broad based and there are so many images that we associate with Star Wars, and I think that is one of its sources of strength. It is a diverse universe. You can look at a picture of Darth Vader and it evokes one set of feelings, then look at a picture of R2-D2 and C-3PO and it evokes another set of feelings and on and on. It's filled with images that are so evocative and yet they are all different.

What's in the works for Indiana Jones?

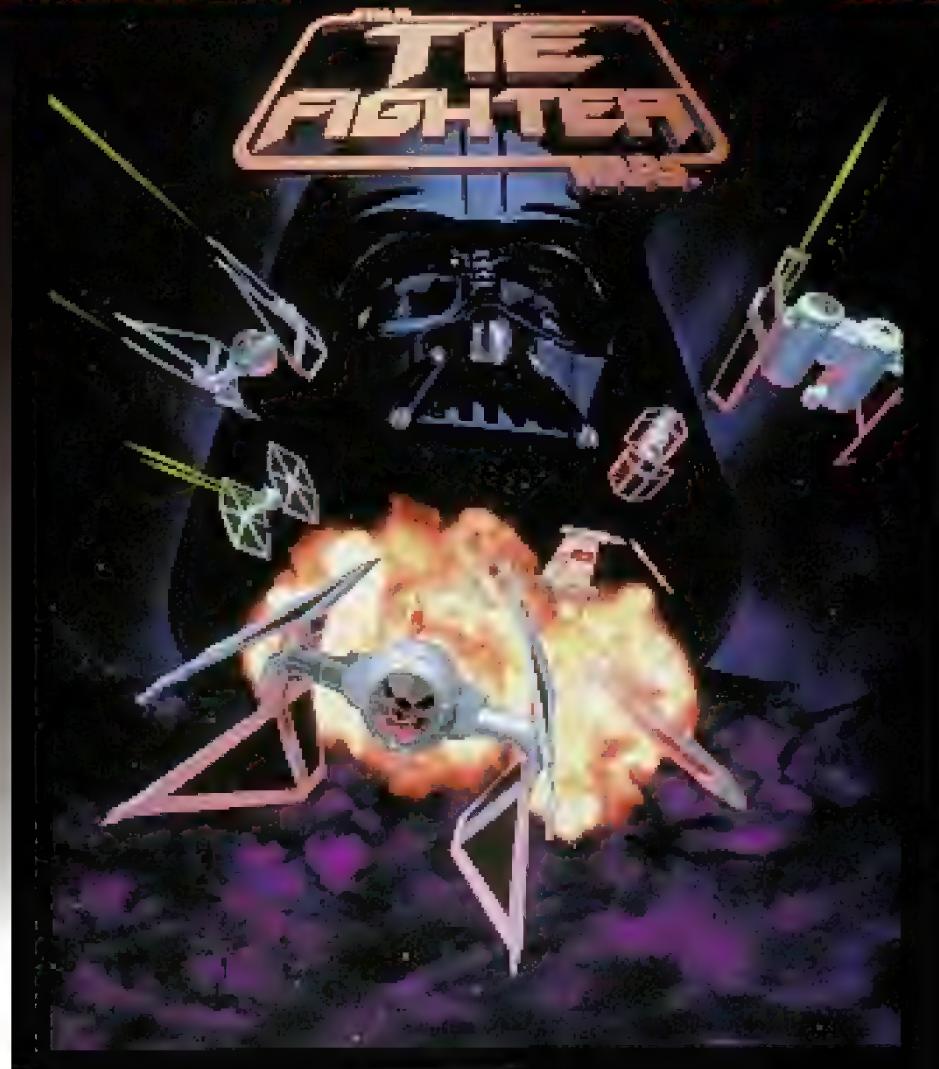
We have the continuing series of books and comics. We are continuing to develop new video games for a number of platforms. Disney, next spring, will be opening up Indiana Jones and the Temple of the Forbidden Eye at Disneyland, which is an amazing attraction! Disney is very excited about it because it promises to be one of the best attractions that they have done in a long time.

Howard, in conclusion, how has your view of licensing changed since you've been with Lucasfilm?

It has been a great evolution. When I started, retailers couldn't get enough of Star Wars. In a few years, the same retailers were saying, "Star Wars is dead." We knew that Star Wars wasn't dead, it was just taking a rest. Over the past several years we moved from the uncertainty of "Would the next phase be successful?" to knowing that it is successful. I guess one of the biggest changes for me is that I've become even more protective of Star Wars in terms of not wanting to do the wrong thing. We want to be very true to what's right for Star Wars and not get lured by doing things that aren't right just because people are waving money in our face. In the beginning of my tenure in 1986, it was difficult to find people who would say "yes" to us. Now, we're finding ourselves in the enviable position of saying "no" to many people! Star Wars is coming back in a very strong way! ■



# THE DARK SIDE ILLUMINATED



By Sue Seserman

**S**ince the beginning of time, humanity has been lured by the "dark side": Eve bit the apple; children are fascinated by fire; mankind is tempted by greed and corruption. And in a galaxy far, far away, Luke Skywalker nearly succumbed to Darth Vader, an agent of the Empire imbued with the power of the dark side of the Force.

The Empire has remained a mysterious part of the *Star Wars* mythos. The movies and literature give us glimpses into the inner workings of that vast political organization, but those windows offer a limited view, portraying the struggle between the Empire and the Rebel Alliance strictly from the Rebels' perspective. Even at LucasArts, the *Star Wars*-based games that we've published over the years deliver their action from the Rebel Alliance's point of view. Until now.

This summer, LucasArts is introducing a space combat simulator called *TIE Fighter* and, in doing so, writes a new chapter in the *Star Wars* saga. For the first time in the fantasy's history, the infamous conflict between the Imperial Navy and the Rebel Alliance is presented through the eyes of the Empire. As new Imperial pilots, players must aid in restoring law and order to a galaxy riddled with chaos and assist in crushing the Rebel insurgency which, if left unchecked, is destined to wreak havoc.

Veteran game designers Larry Holland and Ed Kilkam, the team responsible for last year's best-selling PC game, *X-Wing*, are in the midst of creating *TIE Fighter*. Larry tells us about his walk on the dark side.

#### Where did the *TIE Fighter* idea come from?

The movies were introduced to us in the form of a trilogy, as were the Timothy Zahn novels. It seemed natural to do a series of *Star Wars*-inspired games in the same way. The series started with *X-Wing*, and now will continue with *TIE Fighter*. The twist is that in each game we examine the Rebel/Imperial struggle from a different point of view: *X-Wing* is the Rebel point of view; the sequel, *TIE Fighter*, portrays the Empire's perspective; and a third game will offer up another outlook at the conflict.

#### Do all three games take place during the same time period?

Actually they don't. They're sequential. *X-Wing* and *TIE Fighter* are connected by a series of events just like *Star Wars* and *The Empire Strikes Back*. *TIE Fighter* starts up right after the Rebels have fled Hoth.

#### Did you run into any opposition when you proposed a game about the Empire?

I was quite amazed that there wasn't any. Everything, so far, was from the perspective of the Rebel Alliance. It's the classic story of the underdog against





the evil side—the good and bad are very clear cut. But everyone was intrigued by what was possible from the Empire's side.

**How much material in TIE Fighter is drawn from existing sources and how much did you make up? Also, what sources did you draw from and what are some new elements you're adding to the Star Wars universe?**

The movies are the starting point. They provide the foundation of what the universe is all about—the kinds of technology that exist in it and the struggle between the Empire and the Rebel Alliance. That's our source for the spaceships and many of the characters, like Darth Vader. The time frame of TIE Fighter is consistent with *The Empire Strikes Back*, so a lot of the characters in TIE Fighter are in the second movie. But we're not trying to retell the movie. Instead, we've set up a parallel set of events. It's not a situation where you're flying against Luke Skywalker or blowing up Mon Mothma's Calamari command ship.

We've also drawn on the Timothy Zahn novels (*Heir to the Empire*, *Dark Force Rising* and *The Last Command*) which extend the Star Wars saga beyond the movies. He introduced several new characters, one of which is Grand Admiral Thrawn. We thought it would be interesting to elaborate on some of Thrawn's early history with the Empire.

**What characters will we meet in TIE Fighter that we've never met before?**

There are two really interesting main characters we're adding. One is Admiral Zaarin. He's very important in the Empire's R&D technology corps. He's in charge of testing out new technology and developing new starfighters during a war time. Since the Empire is very interested in power and control, technological strength is an important part of maintaining supremacy. [Zaar]in is a brilliant technician and researcher, but is very ambitious and eventually seeks to overthrow the Emperor.

A big part of TIE Fighter is focused on the internal struggle within the Empire. Because of its size and complexity, the Empire's got all this political turmoil and infighting—factions are vying for power. Zaarin thirsts for power and thinks he can do a better job of bringing order and harmony to the galaxy than the Emperor. The Emperor is using these mystical powers, whereas Zaarin has access to the technology. In the game, there's a climax where Zaarin attempts to dispose of the Emperor and Darth Vader.

**How's the player involved in all of this?**

The player is part of uncovering Zaarin's plans. Because he or she has allegiance to the Empire and the military structure as it is, to take part in a coup d'état, which is what Zaarin is trying to do, is a total breach of honor.

Another main character is Admiral Harkov. He's actually quite a despicable character who uses his command over several fleets for profit. His job is to quell interplanetary disputes, to make order out of chaos and establish trading routes and so forth. This is supposedly what the Empire does well, taking chaos and making order via an infrastructure that leads to prosperity for everyone. In this part of the story, Harkov is involved in a civil war, but instead of using his power to settle things, he's feeding arms and resources to both sides to keep the conflict going for his own profit.

**How do you make the player feel good about being part of the Empire, and how do you make the Rebel Alliance seem like the enemy?**

## STAR WARS SCREEN ENTERTAINMENT™ BRINGS THE FORCE TO COMPUTERS

Think *Star Wars* and images flood your mind: edge-of-your-seat space battles, Darth Vader's ominous presence, an array of alien characters and heroes Luke, Han and Leia, struggling against the Empire. Star Wars Screen Entertainment (SWSE), which works like a screen saver program (available for Macintosh and Windows) with modules that kick in while your computer rests, features memorable action scenes and characters from George Lucas' film, as well as a behind-the-scenes look at the creation of *Star Wars*.

Screen saver modules offer a wide variety of *Star Wars* action sequences. One module depicts battle scenarios from an Imperial Star Destroyer's bridge. In a battle of another kind, Obi-Wan Kenobi is pitted against Darth Vader in a lightsaber duel.

Han Solo takes his baby, the *Millennium Falcon*, into hyperspace in one fast-paced module, and the camera follows either an X-wing or TIE fighter as the ship races down the Death Star trench in another classic *Star Wars* scene.

In a humorous module, the Jawas and Tusken Raiders of Tatooine shuffle across users' screens, wreaking havoc as they



steal and blow up icons, stopping only long enough to terrorize R2-D2. Additional SWSE modules let users type a message in classic *Star Wars* scroll and see the time from both the Rebels' and Empire's viewpoints.

Screen posters make up another portion of SWSE. A blueprint module features the schematics for many *Star Wars* ships, and the art of *Star Wars* is illustrated in a module that features movie posters and character conceptual art.

SWSE also provides encyclopedia-like trivia (detailed biographies of the main characters and aliens) not revealed in the movie. One such module features an alien alien race set in the Mos Eisley cantina. In another module, the *Star Wars* screenplay—including scenes cut from the final movie—scrolls by, as storyboard art fades into film stills.

The SWSE sound track features 100 digitized sound effects, including Darth Vader's breathing, the Jawas' chatter, R2-D2's beeps, Chewbacca's growls and battle sounds from lasers to explosions. Additionally, each module features a *Star Wars* musical theme score.—Sue Sorenson

CONTINUED ON PAGE 34

# scouting the galaxy

## "Ready for my close up, Mr. Lucas!"

By Stephen J. Sansweet

*"Hi, I'm calling from the school board, and we're putting on a Star Wars program and we want to know if you'd like to be in it."*

That was the message I thought I heard on my answering machine.

"So, certain are you?" a wizened green character once cautioned. I discovered the next day, the call was from The Score Board, a company based in Cherry Hill, New Jersey, that makes and sells limited edition sports collectibles. Its Catch A Star Division handles nonsports items, like *Star Wars*. Would I appear on the next QVC home shopping network *Star Wars* collectibles special in April? Does a bantha have fur?

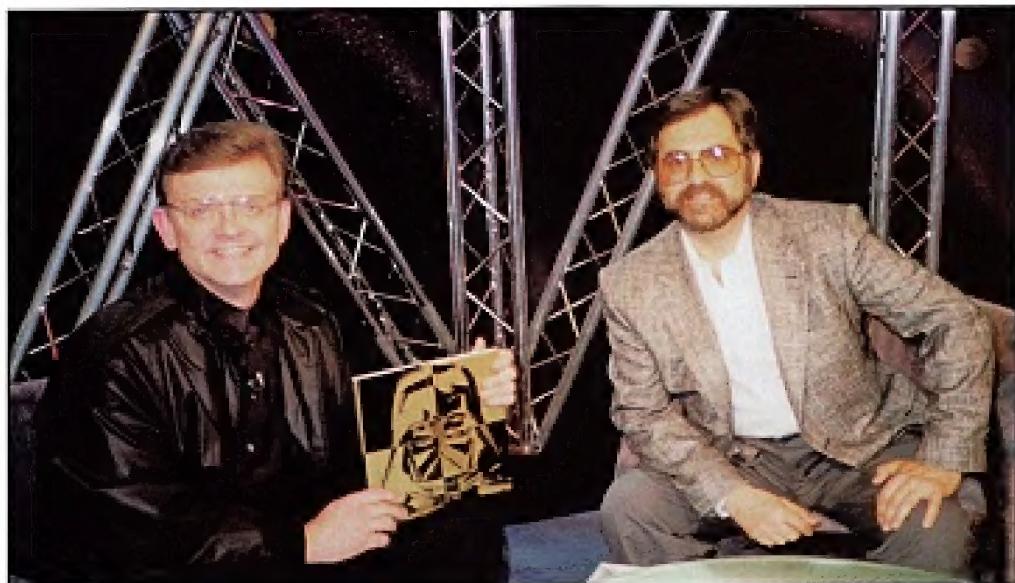
The trip would give me a firsthand opportunity to learn how this corner of the collectibles universe operates. I had seen all four QVC *Star Wars* shows (about one every four months) and had purchased some items. (If you haven't gotten your plastic "film strip" tie and suspenders, you're too late.) The two-hour shows were fun to watch while enthusiastic host Steve Bryant guided Mark Hamill (twice), Anthony Daniels and cartoonist Al Williamson and R2-D2 through a merchandise maze.

Catch A Star is an official Lucas-

film licensee—it pays Lucasfilm a fee and a royalty. Ann Teasdale, responsible for *Star Wars* and other science fiction/fantasy shows for Catch A Star, scours the globe to come up with older collectibles, exclusive items or merchandise that will make its first QVC appearance. She works closely with Julia Russo and Gary Hymanowitz, the two people at Lucasfilm most responsible for *Star Wars* merchandise. Julia has the eyes of a hawk and works overtime to ensure that every *Star Wars* product is a quality item. She once had a *Star Wars* boxer short maker come up with a richer blue dye before she certified the product.

Ann looks for items such as Sigma ceramics and, particularly, old posters, prints, comic books, etc., that can be specially framed and autographed by the original artist or writer. But she needs them in quantity, usually 500 to 1,000. She also commissions new autographed items (photo plaques signed by Mark Hamill and Anthony Daniels and posters signed by the Hildebrandt brothers...) and other specialty products such as the previously mentioned necktie and suspenders—everybody has an off day. Ann wants new *Star Wars* items shown on home shopping shows before they appear elsewhere. (My *Star Wars* book premiered on QVC before its book-store release.)

Ann's selections have to pass muster with the QVC collectibles buyer, since the network buys everything that's on the show. Catch A Star delivers all items to QVC's warehouses fully wrapped and ready for a mailing label. If something doesn't sell, QVC can re-



Host Steve Bryant and author Steve Sansweet on the futuristic set at QVC's studio in West Chester, Pennsylvania.

turn it, although most leftover items sell out on subsequent Star Wars or related QVC shows (comics, ceramics, posters, etc.).

Ann and Julia realize some fans are critical of certain aspects of QVC shows, and they want fan feedback. (One way they keep in touch is to read through collector fanzines.)

The main criticism I hear is about the very nature of a collectible. Some diehard collectors believe a collectible has to be old or something you stumble across. They don't like items made in limited, numbered editions that someone anoints as an instant collectible. There's merit to that position, especially as items become more numerous and more expensive.

If you can't afford a \$200 whatchamacallit, no one is holding a vacuum to your wallet. The entire collectibles field is moving in this direction, and it's not the first time for the Star Wars universe either.

The Hamilton Collection sold a series of eight numbered collectors plates in the late 1980s, plus a larger ninth plate for the film's 10th anniversary. The plates are illustrated by Thomas Blackshear. They originally sold for \$30 to \$35, but the value on a few plates has risen to around \$125 each. Hamilton currently markets a new series of three plates, one new design for each movie.

The priciest numbered collectible came from Rarities Mint, also in the late 1980s. The company produced six different 10th anniversary coin designs. Each design was available in one-ounce and five-ounce silver (the latter being the nicest because of the size of the bas-relief sculpture), and one-quarter-ounce and one-ounce gold. A one-tenth-ounce coin was produced and sold on a necklace in the Japanese market.

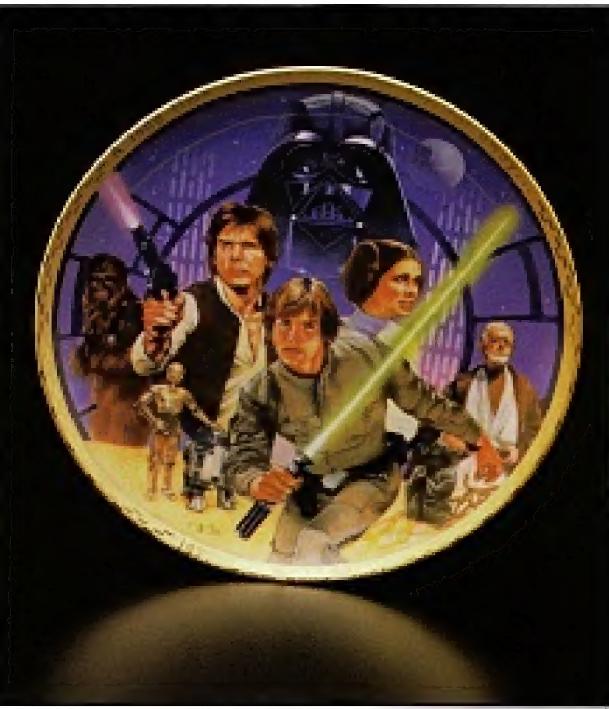
The coins weren't cheap, with the one-ounce gold going for nearly \$1,000 each. The best-selling coin was the first one-ounce silver; the stormtroopers coin sold about 15,000 copies. It was downhill from there, and Rarities' records show that the lowest mintage for one-ounce gold coins was 14, meaning there can only be 14 complete sets of all 25 coins (including the Japanese variation). One dealer has been offering the 24 U.S. coins for \$20,000 to \$25,000!

Limited edition numbered collectibles won't always go up in value. But a recent QVC special (a gold-foil cover set of Dark Horse Comics' *Dark Empire* six-issue miniseries that sold for about \$60) nearly tripled in price as soon as the last set sold. One store was asking \$100 for each of the six issues!

So here I was in a limousine at about 8:00 P.M., April 12, being driven to the QVC studios in West Chester, Pennsylvania. Along for the ride were Julia and Gary from



This set of five-ounce silver coins from Rarities Mint has great sculpting and should rise in value in coming years.



Hamilton Collection marketed this 10th anniversary numbered Star Wars plate with artwork by Thomas Blackshear. It is now valued at around \$125.

Lucasfilm and Ann from Catch A Star. Also along was my friend Bob Canning, who promised to stick a pin in my ego if it ballooned.

The show's producer ushered us back to the green room. Along with soda, fruit and cookies, three monitors constantly gave sales updates for every item (total volume, multiple orders, total expenditures, how many left in stock) ... it was exhaustive and impressive.

In the cavernous studio near a new, vaguely futuristic metal tubing set built for five sci-fi collectibles shows, I met host Steve Bryant. A former ad agency executive, Steve is a genuine fan of science fiction and *Star Wars* in particular. He's one of QVC's top-selling pitchmen, with a winning combination of charm, enthusiasm and product knowledge. We chatted for about a half-

hour, reviewing the line-up of 18 different sale items.

It was 10:00 P.M. and, live from West Chester, it was the Steve and Steve show. I had trouble getting comfortable in the sloped-back futuristic chair, but I felt very much at ease. After all, I was surrounded by *Star Wars*—and the Force. We talked and sold, talked and sold; I really got into it, especially when my book was offered. We quickly sold all 1,000 sets of the metal trading cards and the *Star Wars: A New Hope* poster. We took a number of on-air calls. Most callers claimed to be buying gifts for husbands, wives or kids who were collectors, but maybe some folks just don't want to fess up to the guilty pleasures of home shopping.

Two hours went by in a flash. The computers in the green room tallied the final figures, and the folks in the room branned big smiles. We sold a record amount of *Star Wars* merchandise, topping the best previous show by more than \$40,000. Some 1,200 of that evening's buyers made their first QVC purchase—a figure the network regards as phenomenal.

During the show, Steve kept angling for a visit to Skywalker Ranch. "It's not like I'm asking for a part in your next movie, George," he said into the camera. I couldn't resist the set-up, so I responded, "On the other hand, I am!" Steve got his official invitation after the show. Me? I've got patience.

#### Collectibles Q & A

Thanks for your letters. Please send questions and comments to: Scouting the Galaxy, *Star Wars* Fan Club, P.O. Box 111000, Aurora, CO 80042. Individual replies aren't possible, but we'll try to answer the questions of broadest interest.



# GALACTIC SIGHTINGS

**KENNER PRODUCTS** has a new license. Its first entry in the Action Masters line will be a series of at least eight hand-painted die-cast Star Wars figurines. Kenner has other *Star Wars* toys in development. Lucasfilm says that Kenner will not rerelease its old action figures on old-style cards—something that could cripple the collector's market.

**LEWIS GALOOB TOYS** is about to introduce its second series of miniature vehicles, a set of three from each film. SW: Blockade Runner, sandcrawler, Y-Wing. ESB: Slave I, twin-pod cloud car, Vader's TIE fighter. ROTJ: Speeder bike, Imperial shuttle, A-Wing. Besides the already-announced Hoth, Endor and Death Star playsets, Galooch, late this year, will introduce transforming playsets that look like busts of Darth Vader, C-3PO and R2-D2.

**CUE INK**, whose *Star Wars* metal trading card set has been well received, is starting work on an ESB set that should be available later this year.

**TOPPS CO.** follows up its successful *Star Wars* Galaxy I trading card series with Galaxy II. The 135-card set picks up the numbering at card 141. Besides the all-new comic artists interpretations, there will be a number of new Ralph McQuarrie paintings from his upcoming *Star Wars* book that will be published next year.

**ANTIOCH PUBLISHING, LANDMARK GENERAL and ANDREWS & MAMELL** will each have 1995 *Star Wars* calendars, one of which will put your eyes to the test since it is filled with computer-generated 3-D pictures that you stare at and cross your eyes before they become apparent.

**RUBIE'S COSTUMES** will offer *Star Wars* Halloween masks and costumes (including Darth Vader, Chewbacca and C-3PO) at several price points.

**THINKWAY TOYS**, will make a series of *Star Wars* character PVC-molded coin banks. The first two are Darth Vader and C-3PO, due for release this summer.

## CLUB CLASSIFIEDS

### FOR SALE

MIB Sigma banks Yoda, Chewbacca \$48ea, Lg. Darth Vader comp. \$65, Vader speakerphone based \$135, 100s action fig. w/wo acc. \$2 up send for list. Diecast: Slave I \$48, Y-wing \$55, Cloud car \$38, Vader tie \$55. New Galooch M/M ltd. ed. set 3 \$10, R2-D2 remote ctrl MIB \$150. Kenner Micro Buspin Control MIB \$42, Hoth generator MIB \$38, many items avail. Playsets, ships, cards, etc. free list. Clinton Dean, Box 383, Milford, NH 03055, 603/673-3290.

Speeder bike. Ride on toy! (Rare Star Wars Return of the Jedi) Kids idea on toy made by Rochester for promotion contest; only 100 made. Includes used display signage. Willow dragon by Tonkam in the box. Contact Rob at 714-526-4363.

**STAR WARS TOYS:** Buy-Sell-Trade. Send list of items you would like to sell or send list for catalog to: Kevin Walker, 5326 Benicia Dr., Riverside, CA 92504, 805/288-2260.

Original 27 x 40 Revenge of the Jedi poster. Mint cond. \$600. Call 805/498-6301. Or ask for Ron Jr.

Rare *STAR WARS* collectibles. California Originals ceramic tankards. For description and price, send sot to: Women Springs, 35, 371 Chestnut Ct., Womenville, IL 60555-2646.

**STAR WARS COLLECTORS** send \$1.00 (use 15 cent stamp) for my new catalog. 100s of items, 1976 to present. Thank you! Dale Dickson, 18 W. Chestnut St., Chicago, IL 60610.

**STAR WARS** toys, figures, items, old Indy Kenner toys. Book 2 Future, inexpensive. Send 2 stamps for list. Steve, 91 Stone Ln., Levittown, NY 11756.

### WANTED

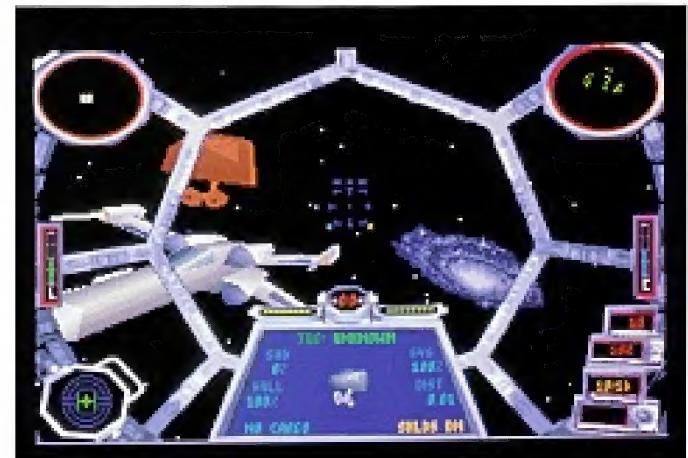
Ballantine Books, *The Art of Star Wars*, *The Art of The Empire Strikes Back*, *The Art of Return of the Jedi*, *Star Wars* Album, *Star Wars* Sketchbook, *Empire Strikes Back Sketchbook*, *Return of the Jedi Sketchbook*, Robert Hunter, 3212 Benyhill Rd., Lima, OH 45801, 49/225-8191.

Young Indy episodes (VHS)!! Please explain in detail by Easy English. Send list and price to Hiroko Ono, 5-47-15 Daitohigashi, Kawanishi-Shi, Hyogo, Japan.

## TIE FIGHTER, continued from page 30

This is our fundamental challenge. Our approach is that the propaganda machines are always running full blast during warfare. So far, the propaganda we've been exposed to has been from the Rebels. In warfare, neither side is always clean, and both sides can try to take the moral high ground. So we're trying to blur the moral line a little bit and give the Empire a soapbox to communicate its mission: the restoration of peace and order. For instance, there's a lot of civil war going on. The fighting planets are lost in their hate and don't have the galactic perspective the Empire can provide. In this regard, the Empire feels it can serve to stop these conflicts.

But really, this only goes so far. You can't paint black into white, and no matter what, the Empire still isn't very nice. This is why we've woven the internal struggle into the story—to focus in on some of the gray areas inside the Empire. Within the Empire there are a lot of people—like the pilot the player portrays—who have an honorable objective. So, in addition to fighting in missions, they butt up against some of the more despicable characters in the Empire.



TIE Fighter allows you to see the *Star Wars* movies through the eyes of the Empire, such as these screens which show you the view from a TIE Fighter cockpit.



What elements of TIE Fighter make the player feel a sense of patriotism and accomplishment?

Like any soldier or pilot that enters into a vast entity, they're not always focusing on the big picture or the big moral issues. What they're interested in is succeeding on a much more micro level. I think there's a sense of accomplishment for the player as he or she rises through the ranks, engages in companionable competition with peers and tries to survive in battle. There's also an award and promotion structure built into the game to motivate the player. It's funny though, because the first time players go into battle, their natural inclination will be to blast TIE fighters out of the sky. But they'll have to hold back, or they'll be blowing up their wing man.



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ENOUGH FOR ALL OF OUR STARS\*



INTRODUCES

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